



"Flute Spell"
1034-231
Final Board

Date 08/18/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 08/18/15
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

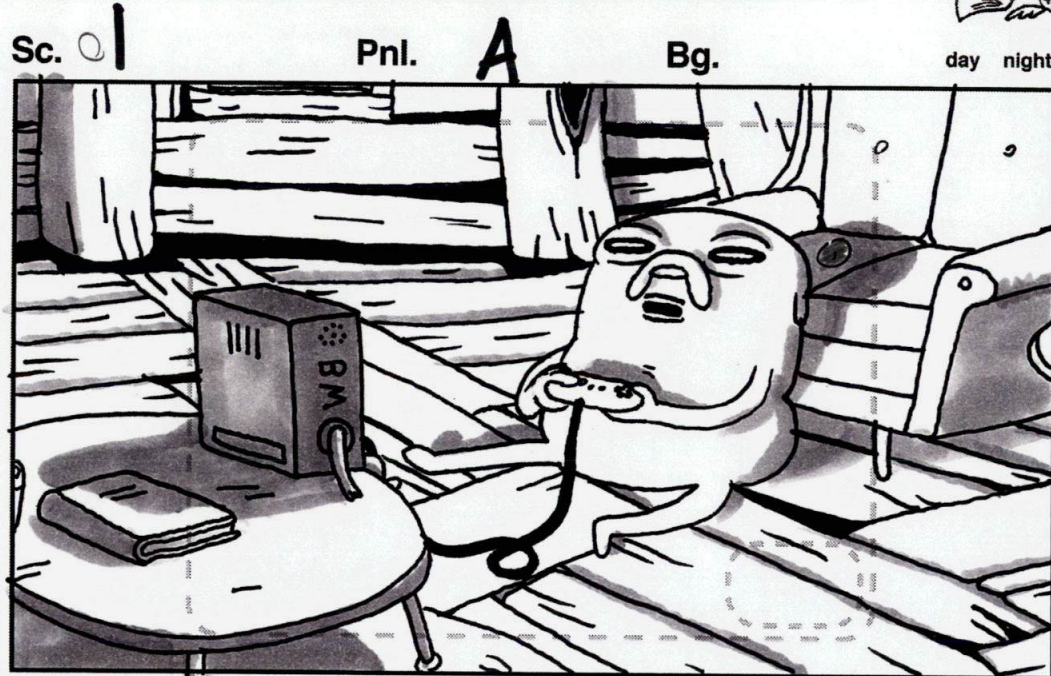
Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan
& Sam Alden

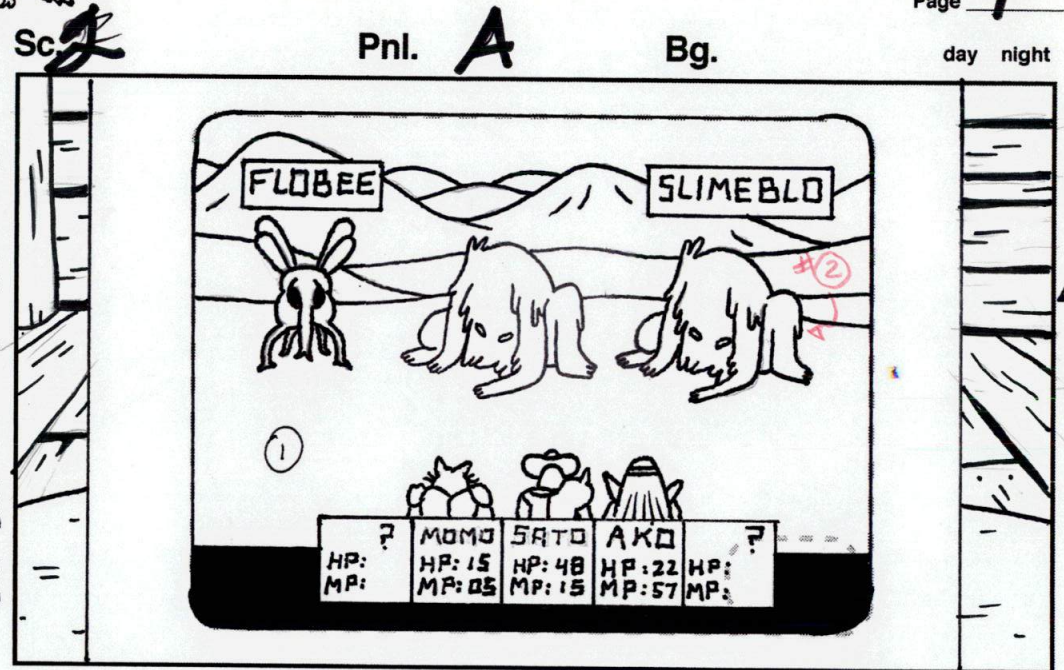
Animation Studio
RDK

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BG 0073 id: B0735058_713

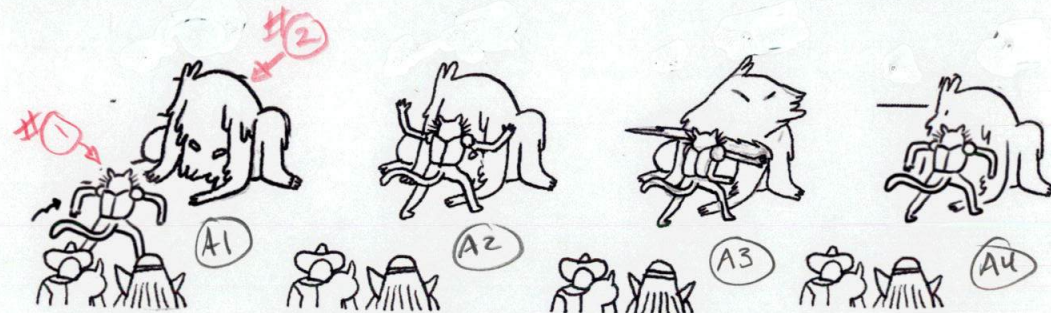
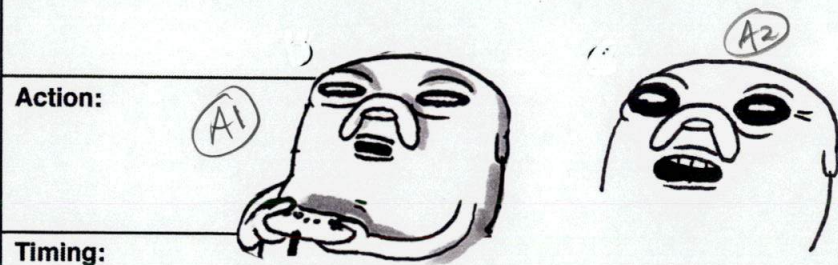


16 bit rpg
style
fantasy sta.
IV-ish.

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Dialog: Jake/ BMO, I've been playing this
72 hours straight.

Jake/^(O/S) can I please save after this battle??



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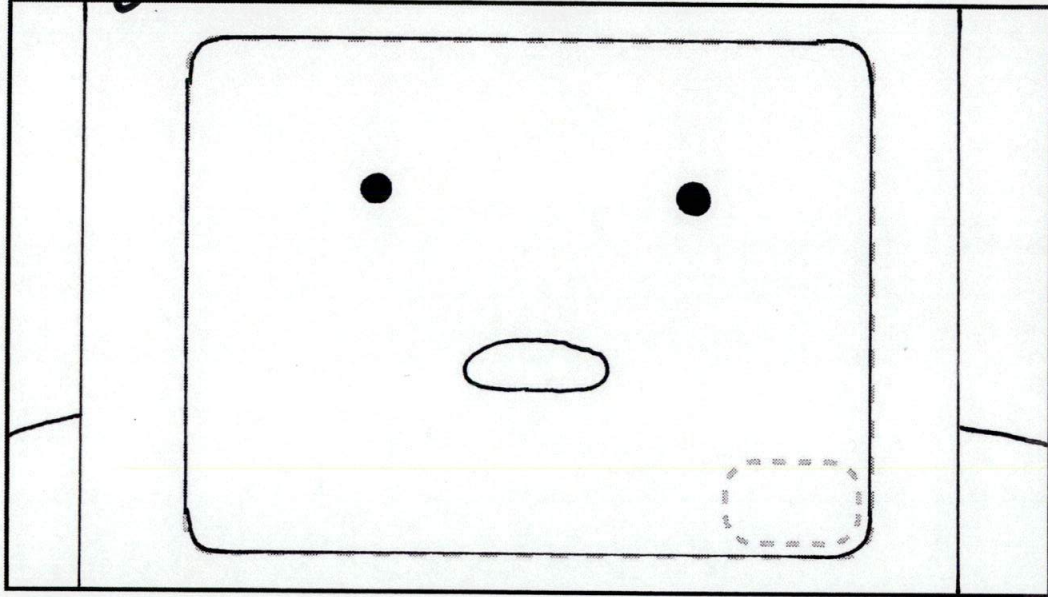
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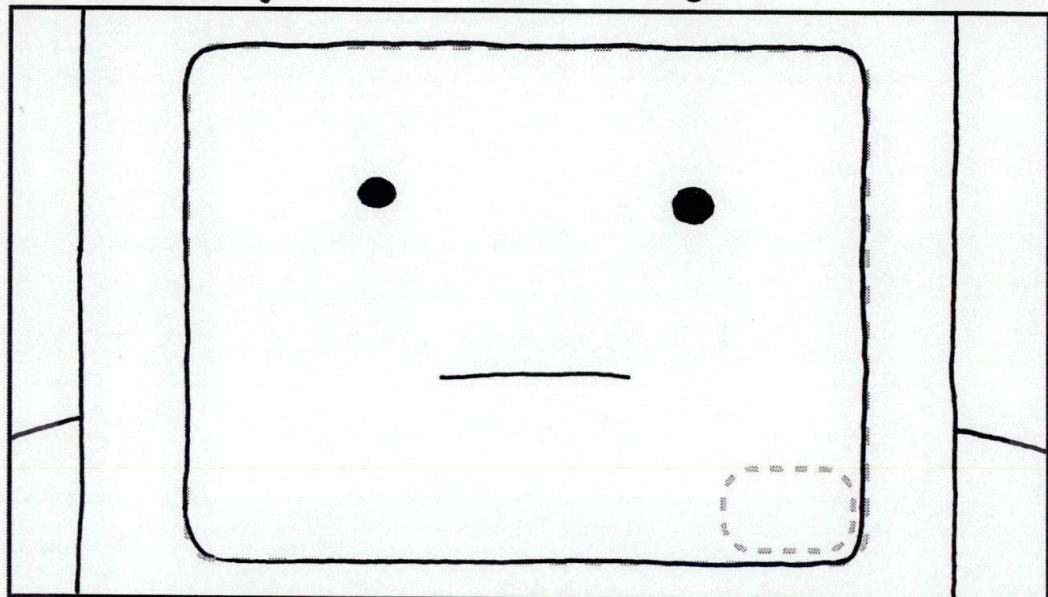
NO SC 3

Page *A*

Sc. *2 CONT* Pnl. *B* Bg. day night



Sc. *2 CONT* Pnl. *C* Bg. day night



Dialog: *BMO / No it takes up too much brain space.* (beat)

*SFX: *Boop**

Action: *- BMO'S FACE POPS ON/S.*

Timing:

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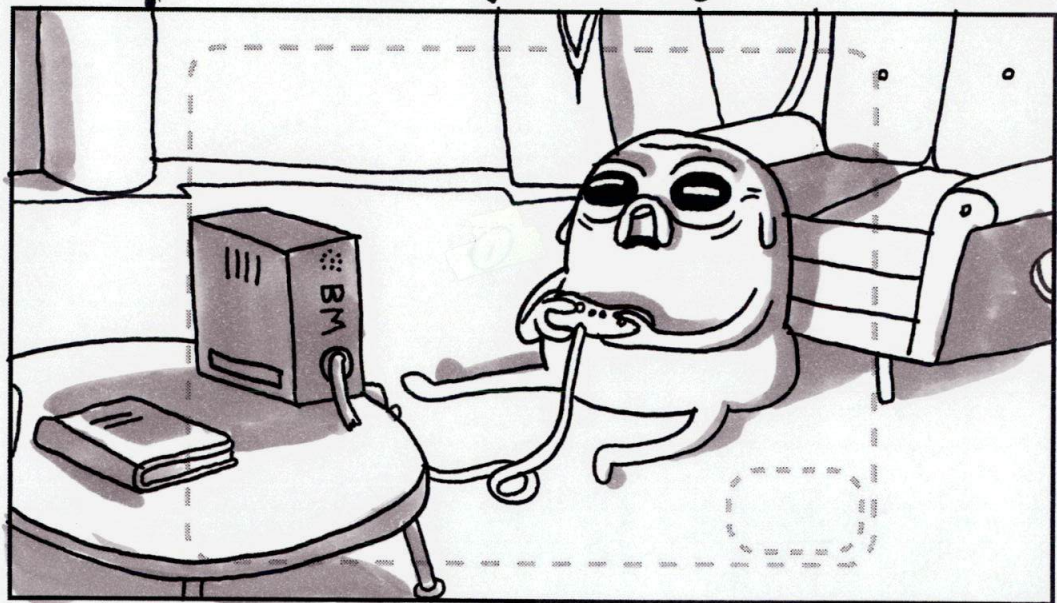
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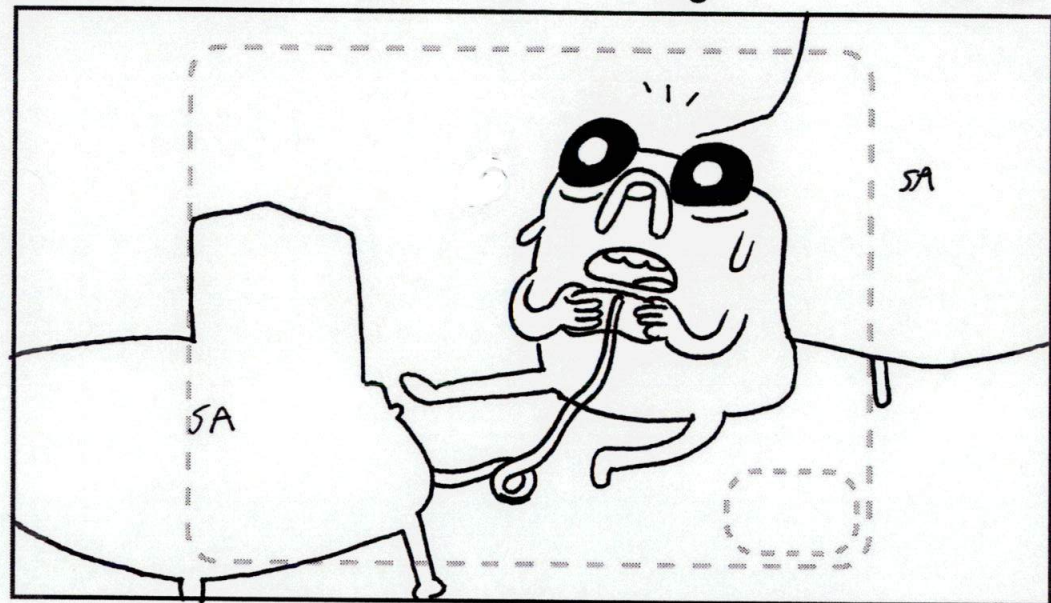


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Sc. **4** Pnl. **A** Bg. day night



Sc. **4 CONT** Pnl. **B** Bg. day night



Dialog:	<p>A1</p> <p>J: [DRIFTS OFF]</p>	<p>A2</p>
Action:		
Timing:	<p>-J. DRIFTS OFF.</p>	<p>Jake! It's outta candles! huh?</p>
	<p>B1</p>	<p>B2</p> <p>AUG 28 2015</p>

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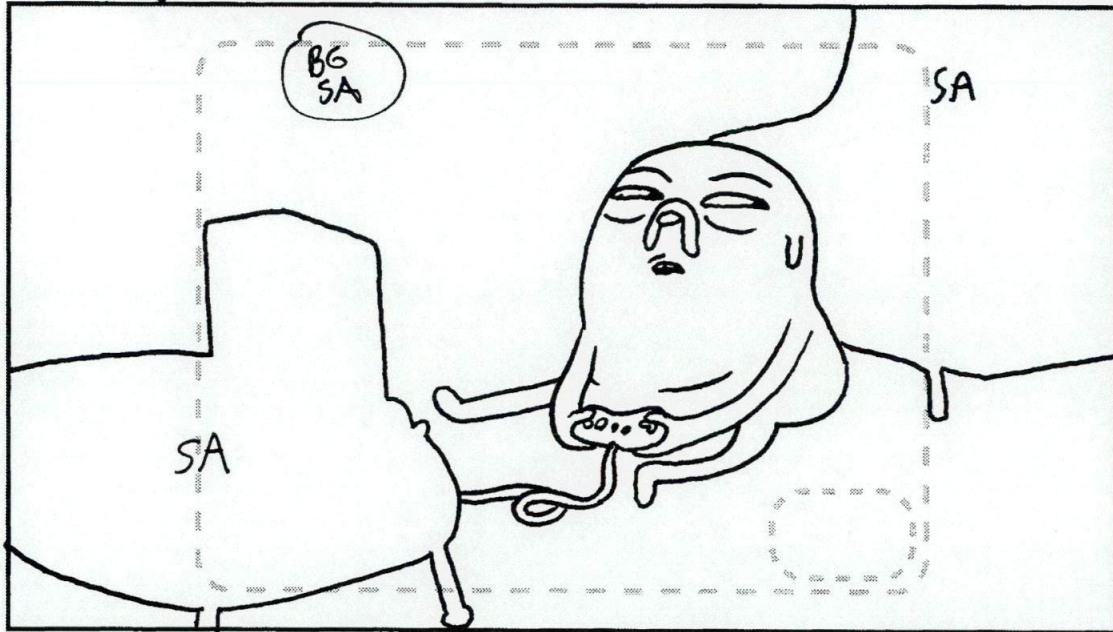
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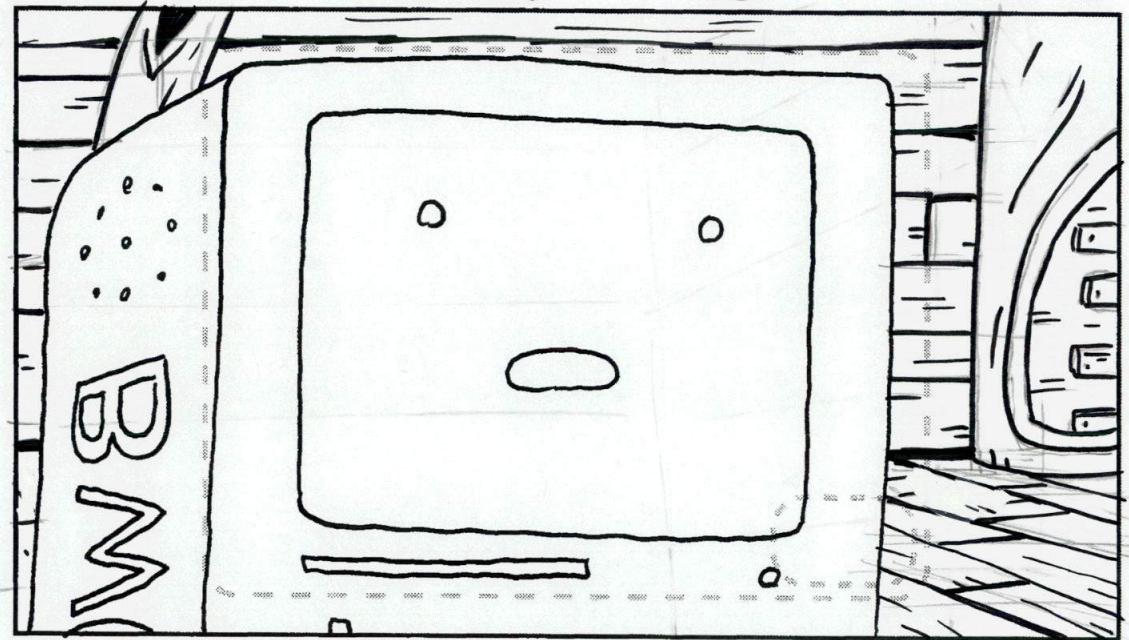


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Sc. 4 CONT Pnl. e Bg. day night



Sc. 5 Pnl. A Bg. day night

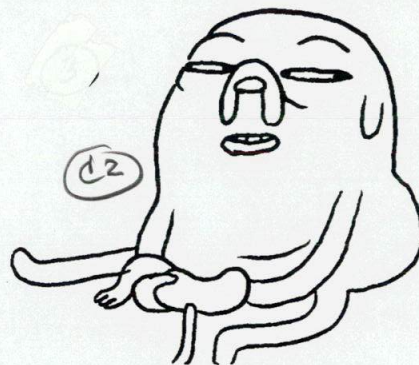
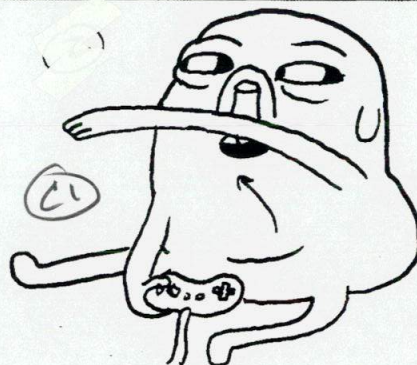


Dialog: Jake / Man if Finn were here we'd be doing this in shifts. Oh well let's keep grinding

BMQ / I can't talk and run this game at the same time.

Action:

Timing:



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Sc. **5 CONT** Pnl. **6**

Bg.

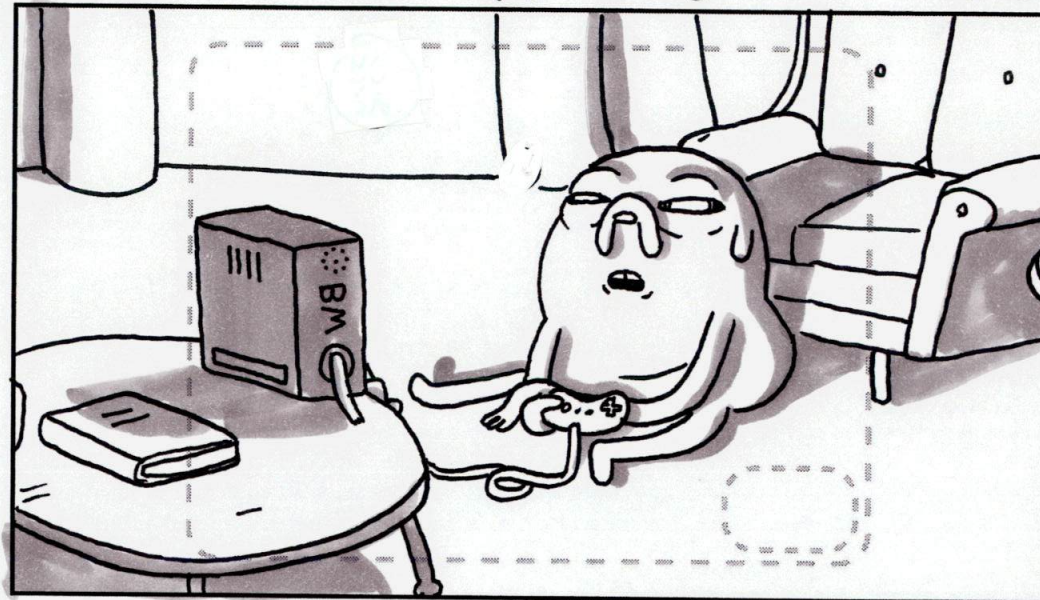
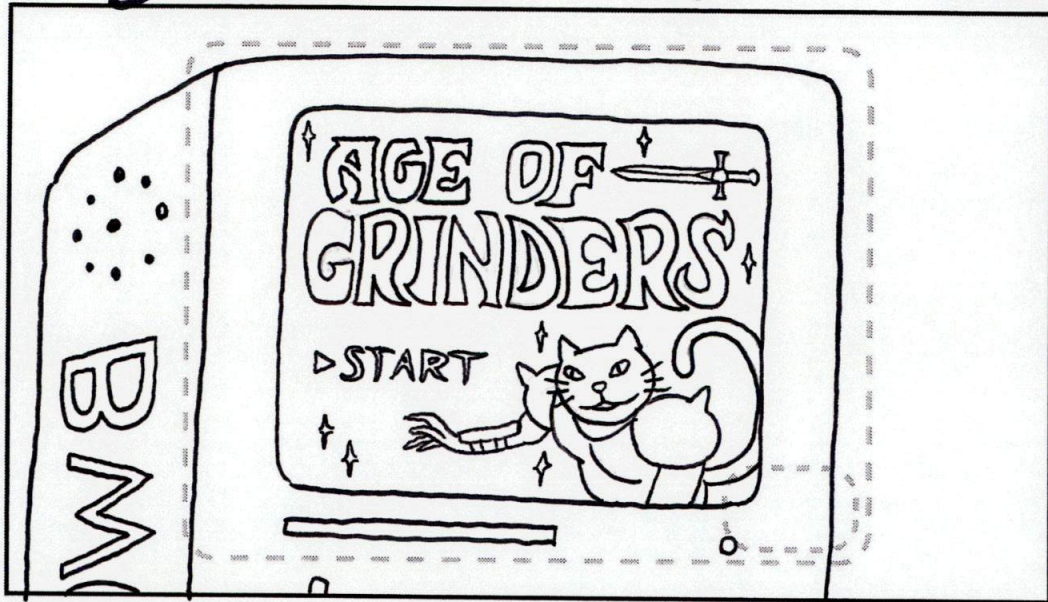
day night

Sc. **6**

Pnl. **A**

Bg.

Page **5**
day night



Dialog:

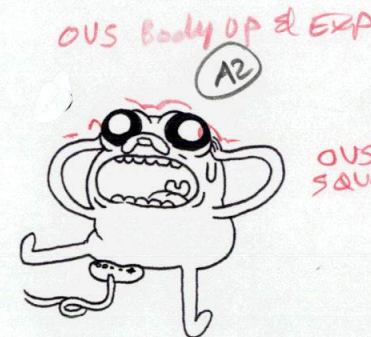
SFX: (age of Grinders theme music)
♪

Action:

- BMO RESETS TO GAME'S START MENU

Timing:

Take!: what (INOOO!!!



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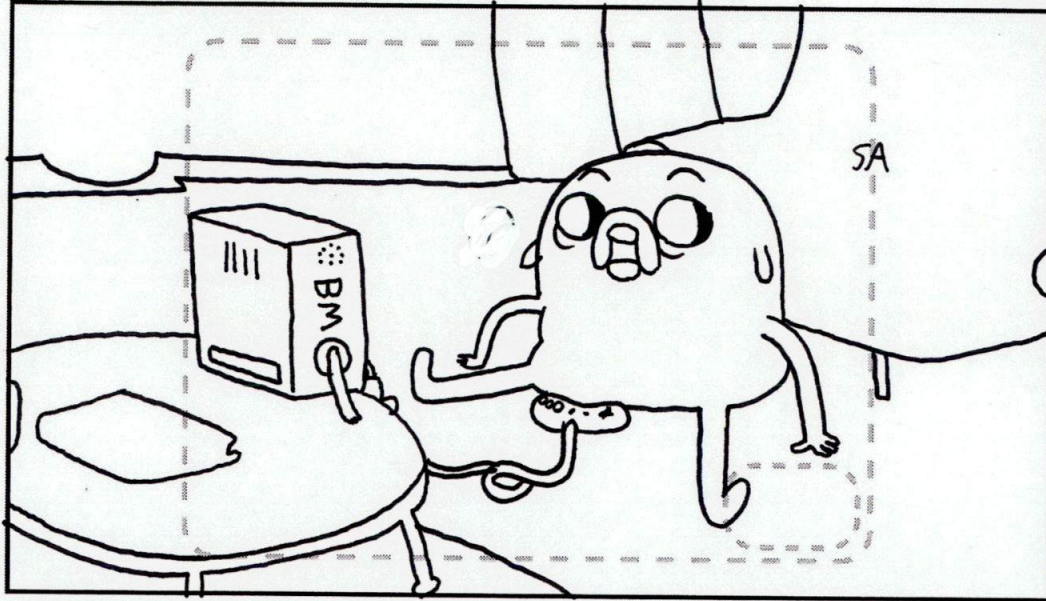
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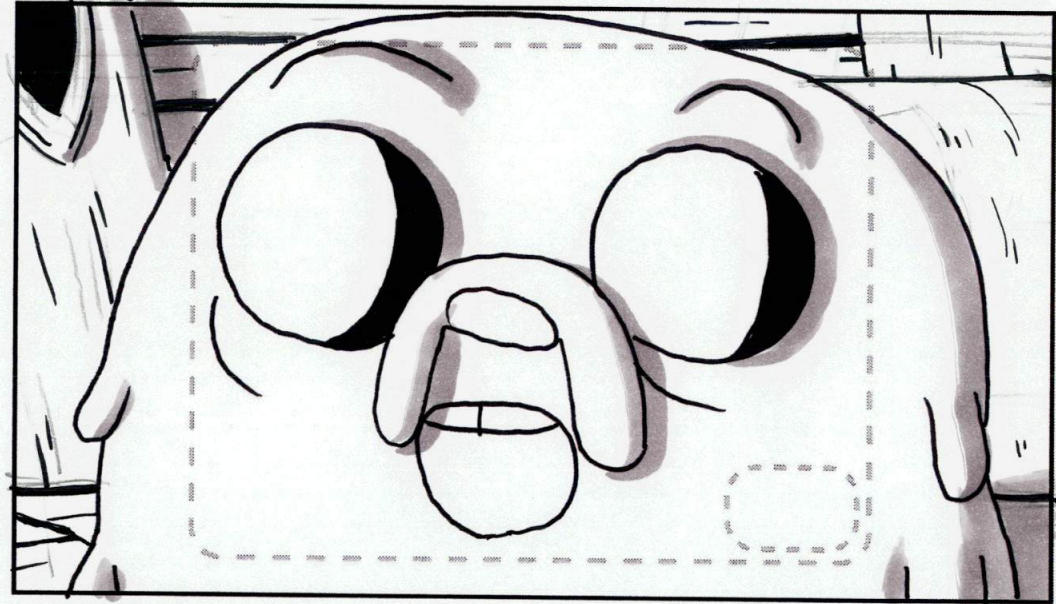
ADVENTURE TIME



Sc. 6 CONT Pnl. B Bg. day night



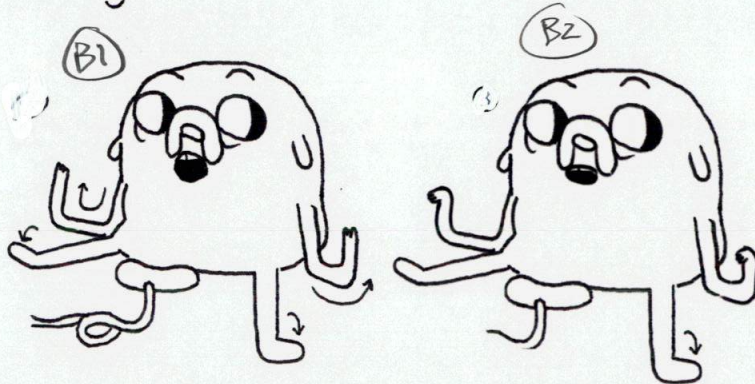
Sc. 7 Pnl. A Bg. day night



Dialog: J/ Well I guess that means I'm free
to go

Action:

Timing:



J/ I -

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ADVENTURE TIME



Page 7
day night

Sc. 7 CONT

Pnl. B

Bg.

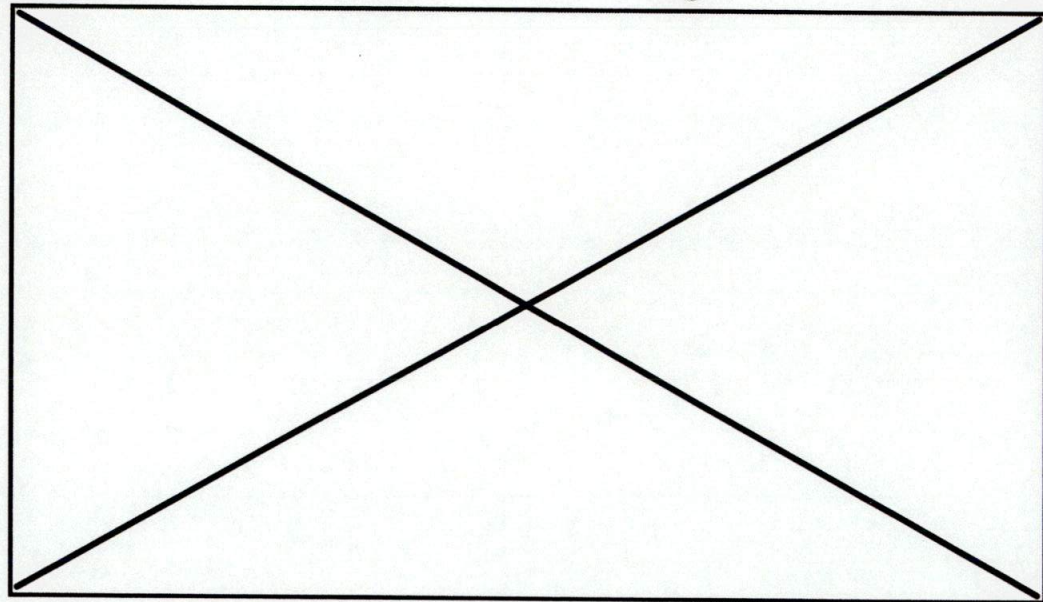
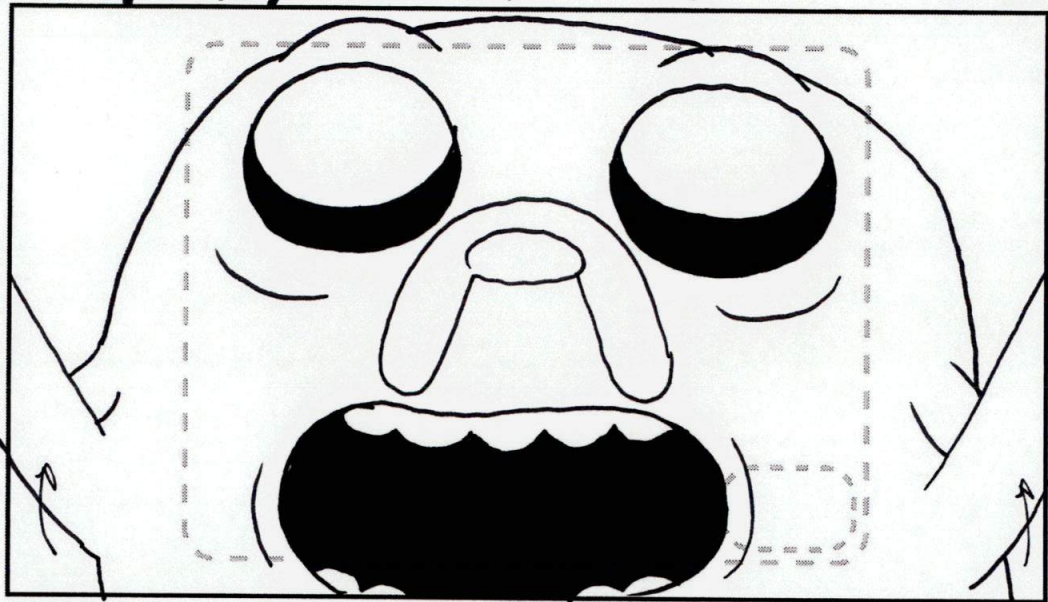
day night

Sc.

Pnl.

Bg.

day night



Dialog: J/- LIVE AGAIN !!

Action:

Timing:

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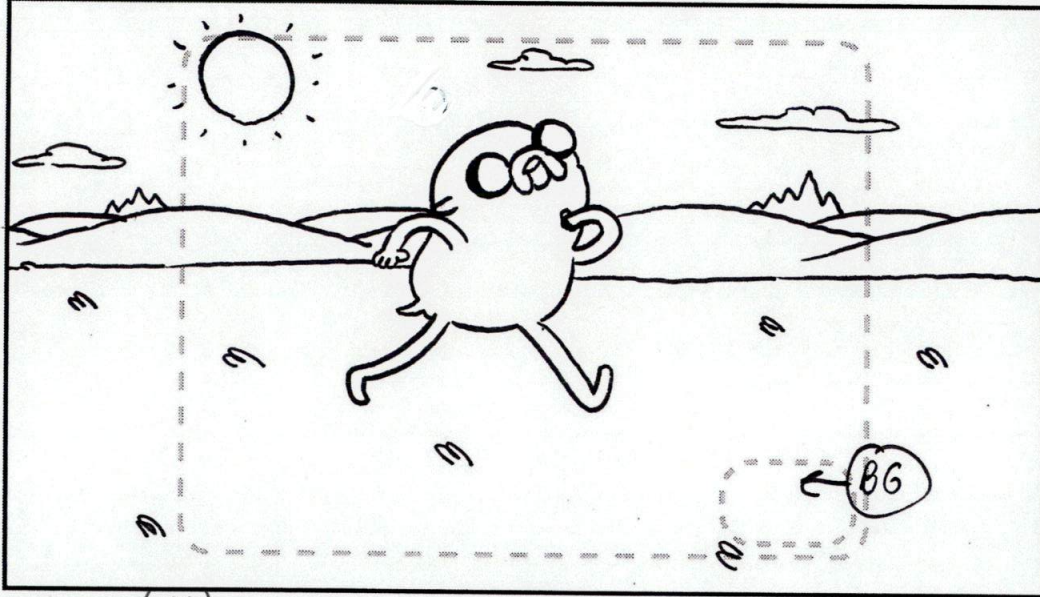
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ADVENTURE TIME



Sc. **8** Pnl. **A** Bg. day night



Dialog:
Jake

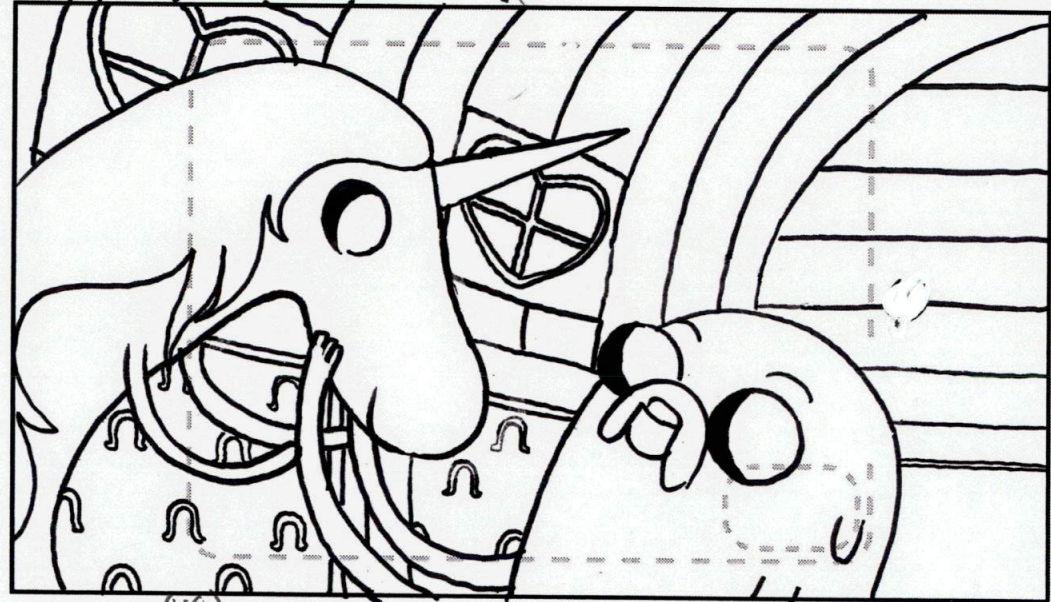
(VO)
♪ My name is
Jake and
I love my
life ♪



Action:

Timing:

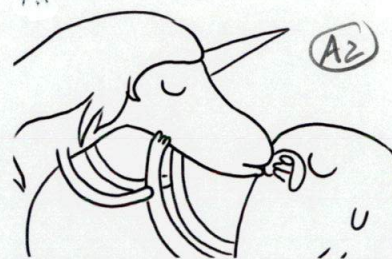
Sc. **9** Pnl. **A** Bg. day night



06 ep111
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(VO)
J / ♪ Kissin' on lady 'cause she's

Bounce
eyebrows
UP/DN



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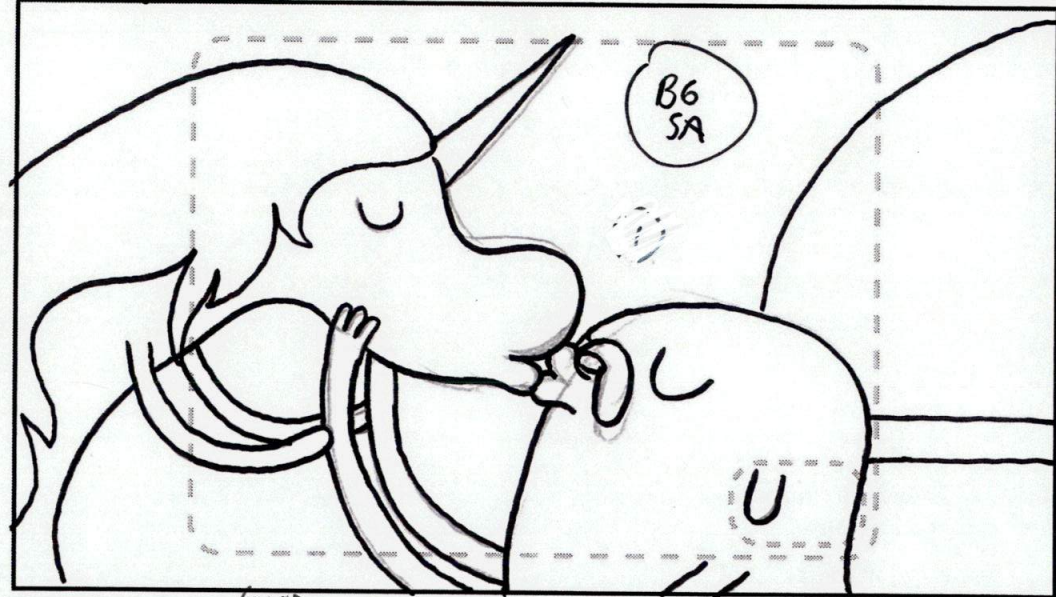
Production:

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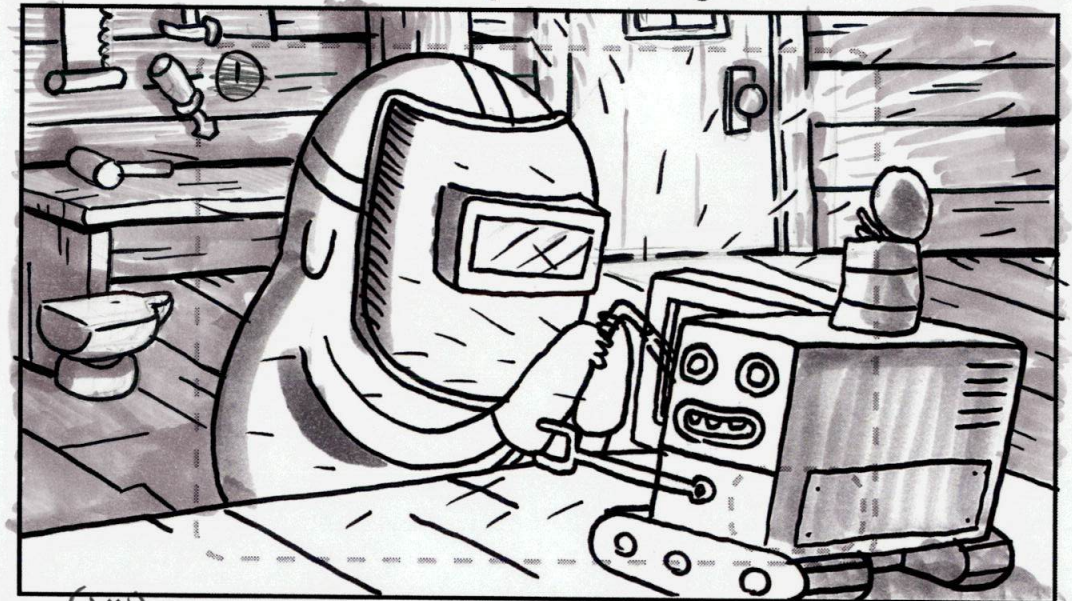
Sc. 9 CONT Pnl. B Bg. day night



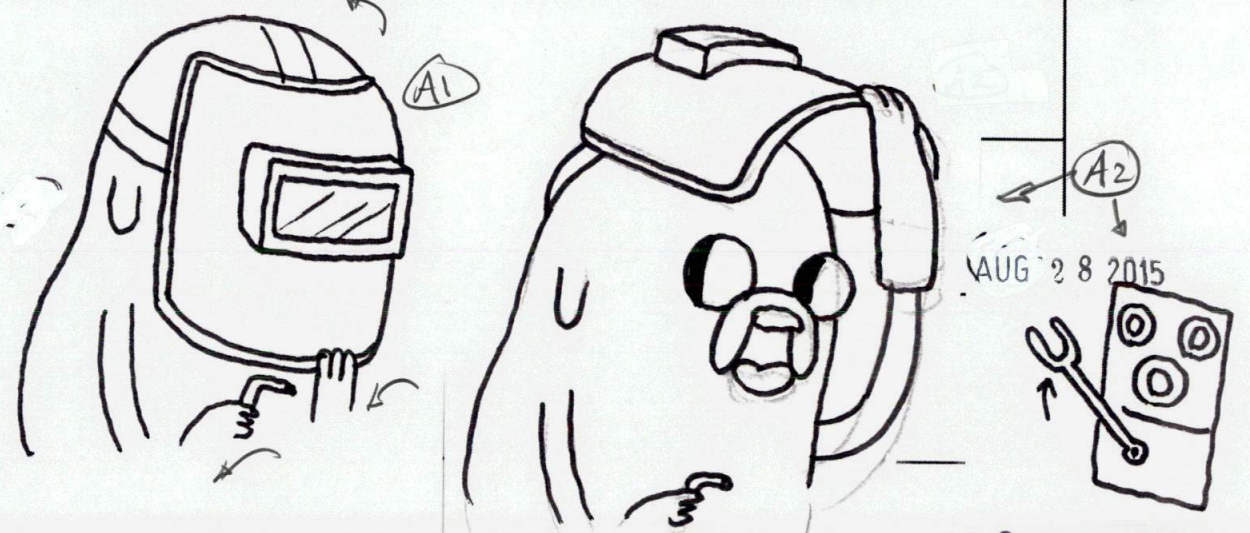
Dialog: J/♫ - basically my wife ♫



Sc. 10 Pnl. A Bg. day night



J/♫ Fixin' up Neptro 'cavse he fell from a tree ♫



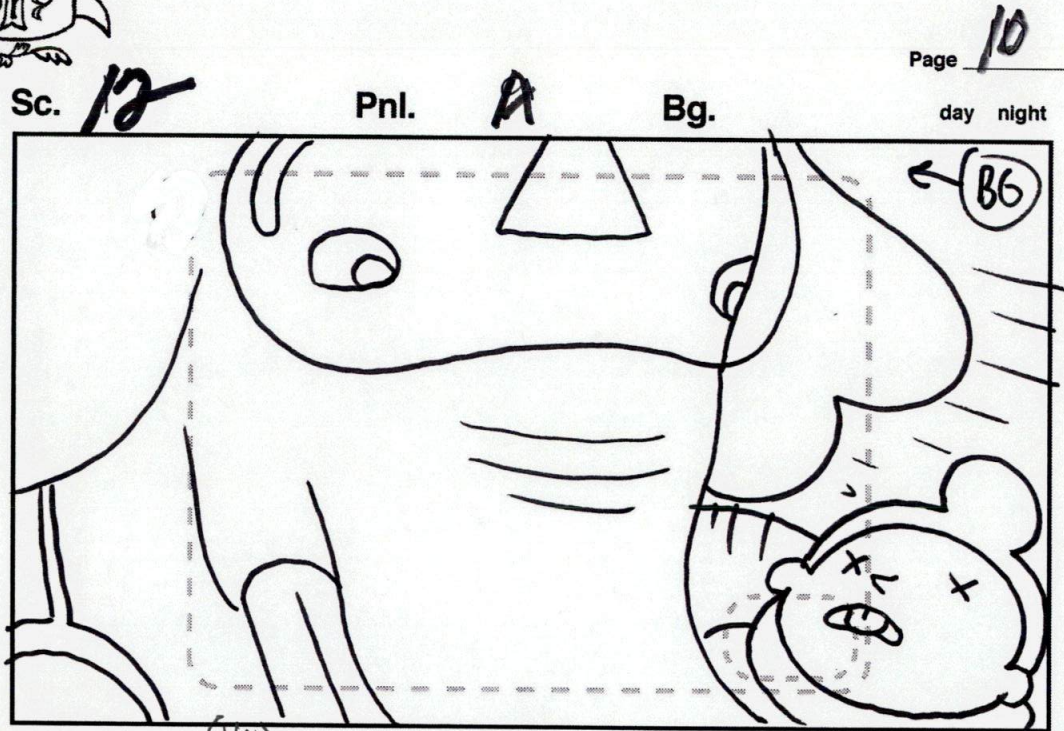
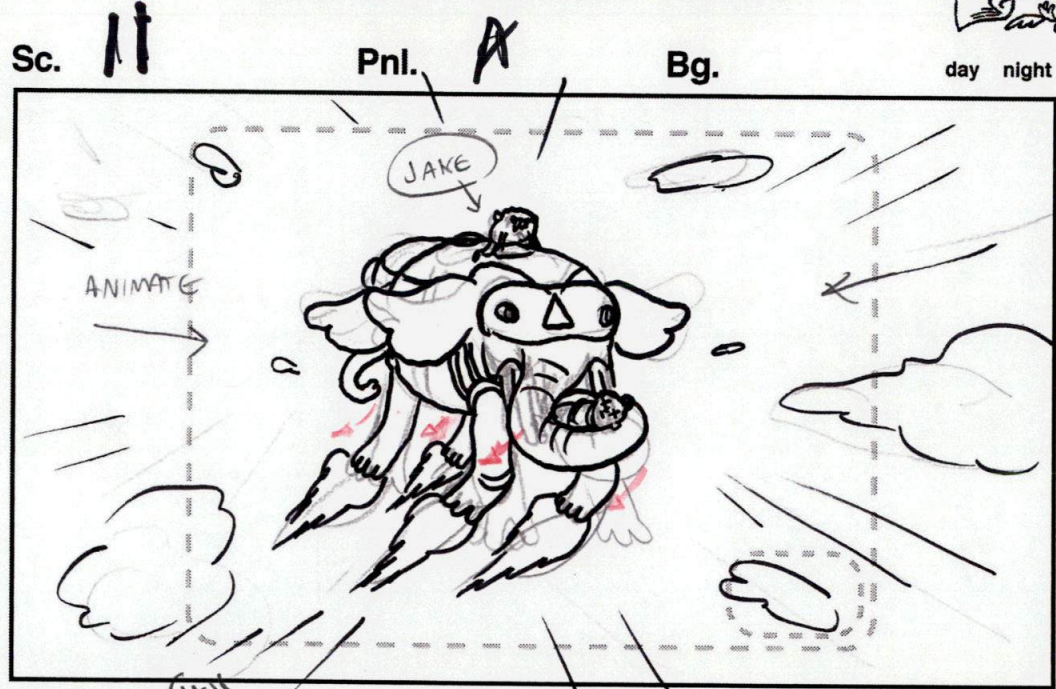
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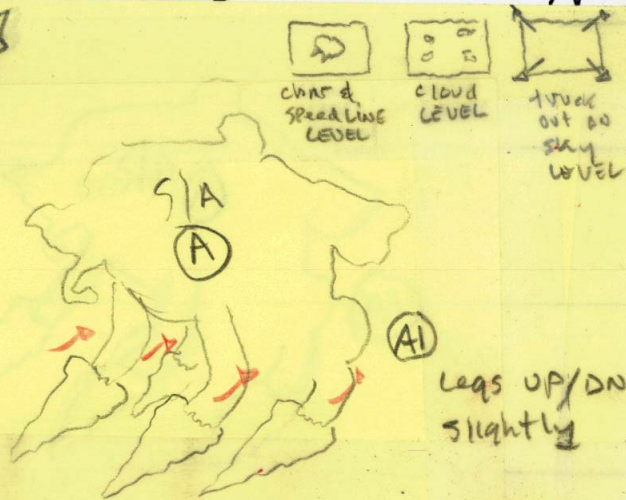


Dialog: J / ♪ catchin' up with Maja and

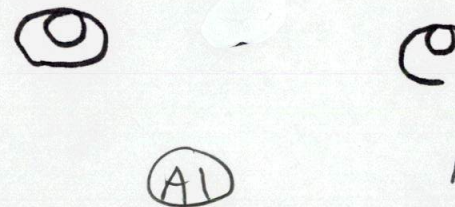
APTWE ♪
MULTIPLANE SET-UP

Action: - APTWE FLIES
TWO CAM.
- SOME B6 LEVEL

Timing: AWAY IN
PERSPECTIVE
truck out on
sky BG



APTWE / ♪ Maja's in a coma and she might
not wake up ♪



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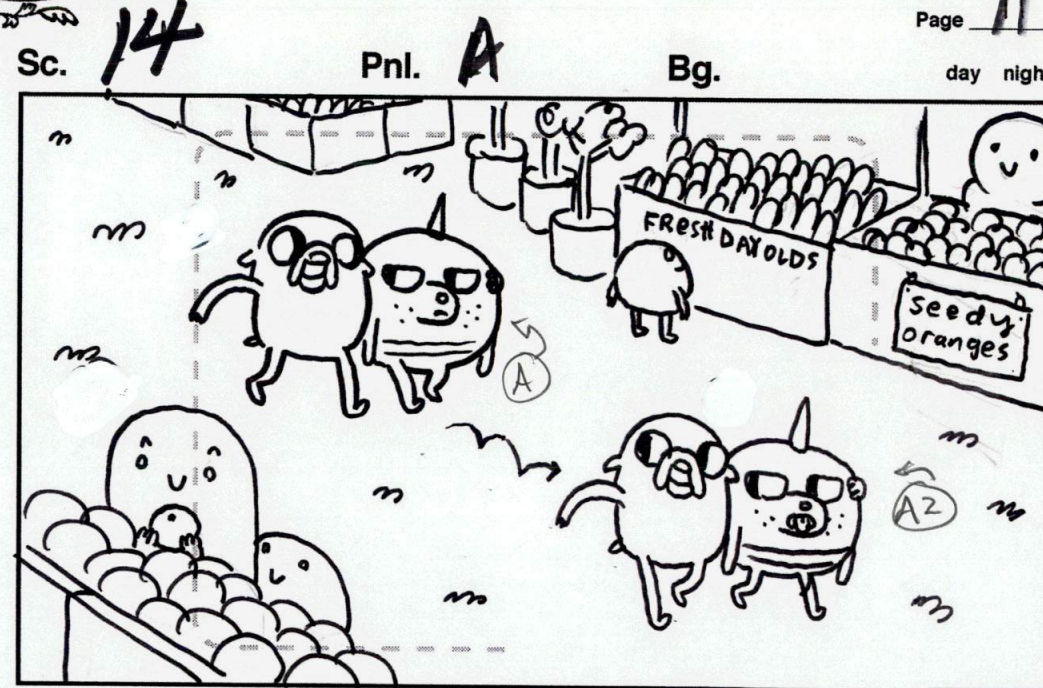
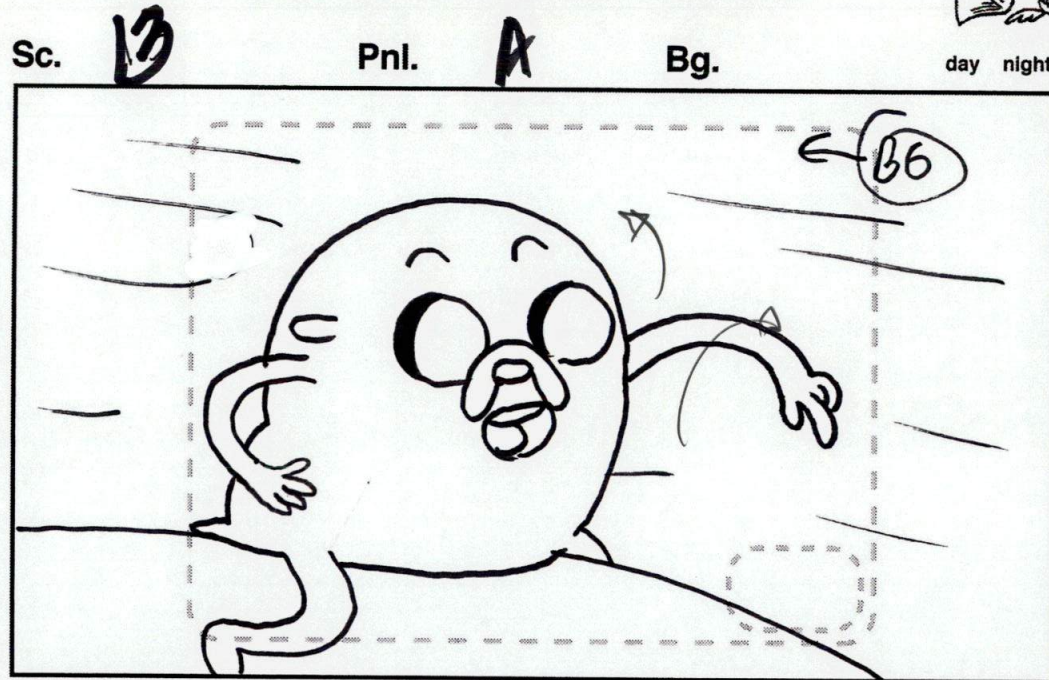
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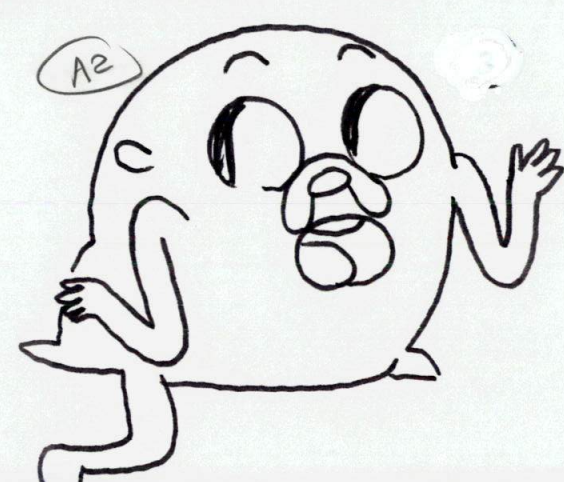
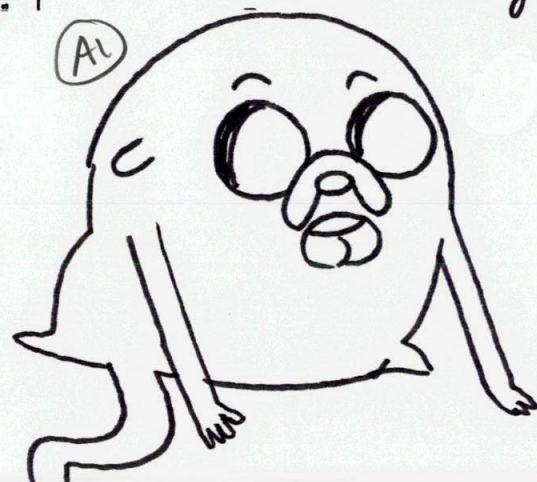
ADVENTURE TIME



Page 11
day night



Dialog: J ♪ I'm glad you got a friend now
even though that's messed up ♪



J/TV Take T.V. to the Market + to get him into fruit s



- J + TV WALK
THROUGH MARKET.

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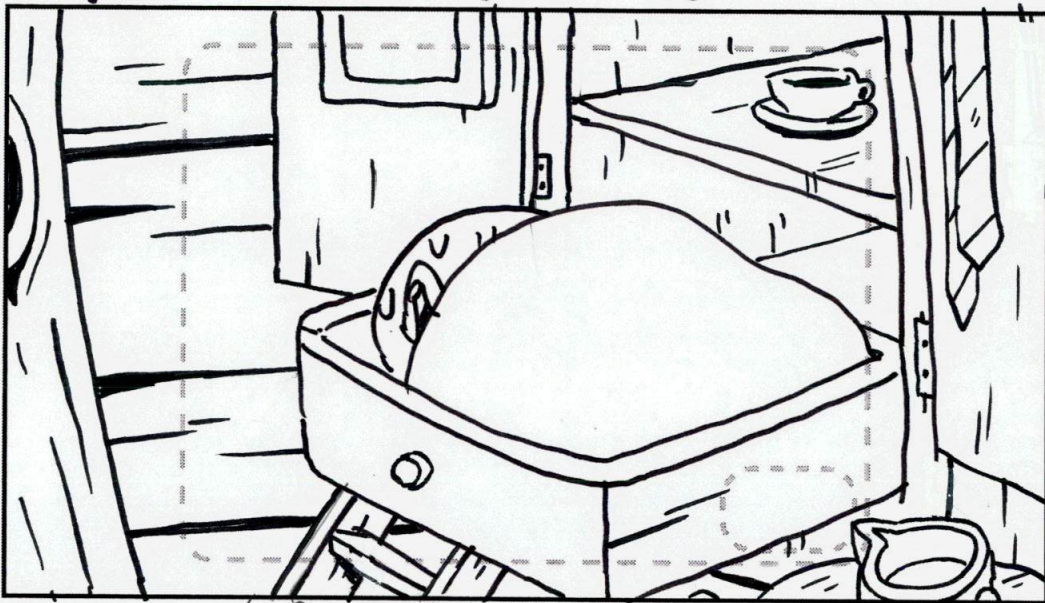
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ADVENTURE TIME



Sc. **15** Pnl. **A** Bg. day night



Dialog:

Jake / ♪ take a little happy in my blanky cocoon ♪

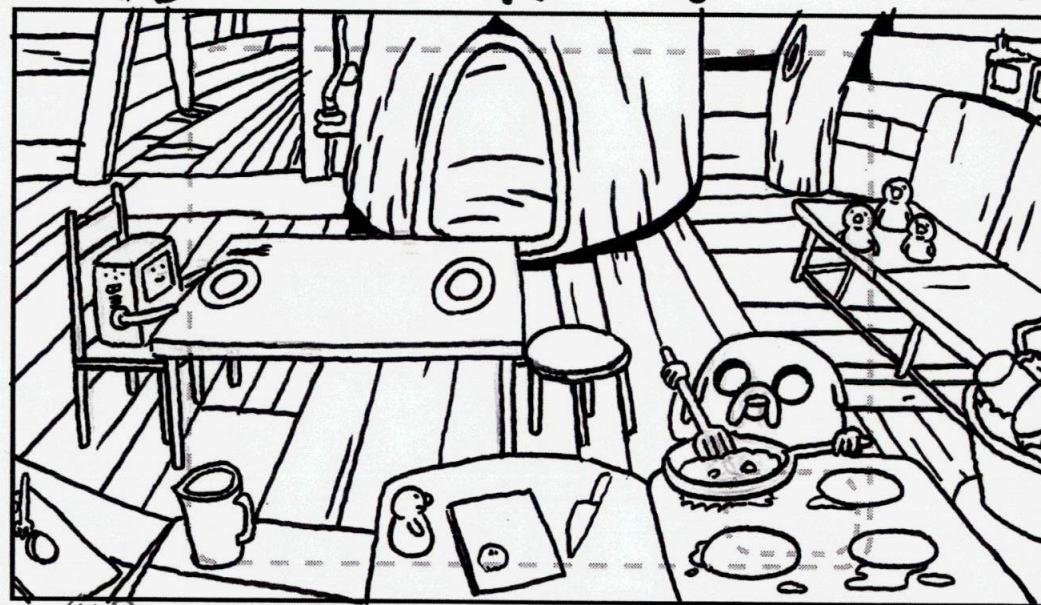
Action:

Jake / breathing

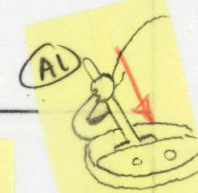
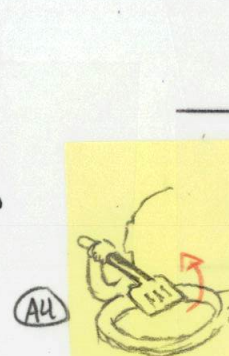
Timing:



Sc. **16** Pnl. **A** Bg. day night



J / wake up really early just to cook for my friends



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BGep 053
B0535001-118

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Production:

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ADVENTURE TIME



Sc. **17** Pnl. **A** Bg. day night



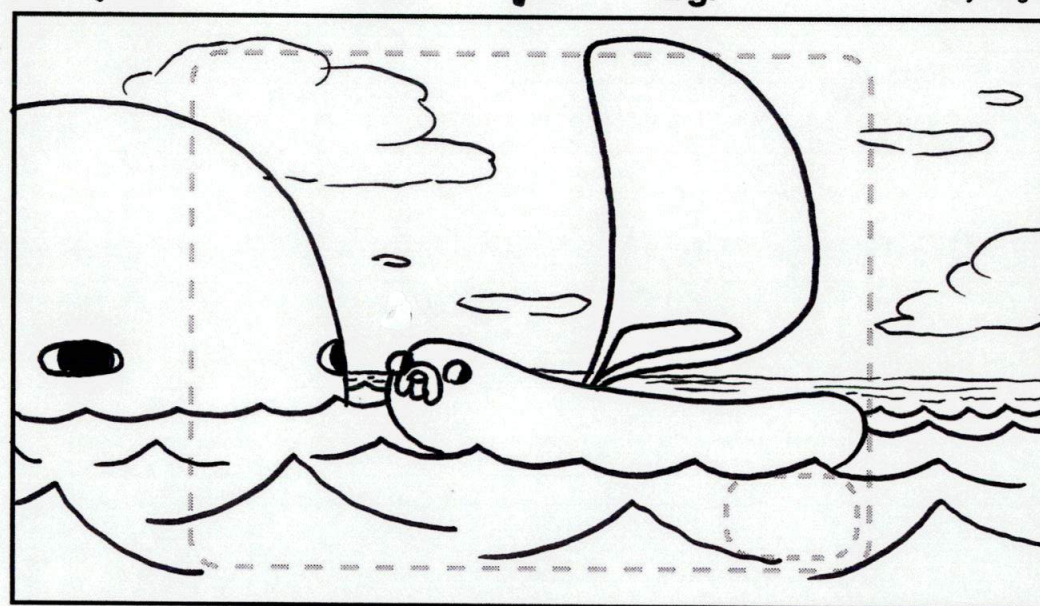
Dialog: J/♫ Later in a field at night I thought I saw Death ♫

Action:



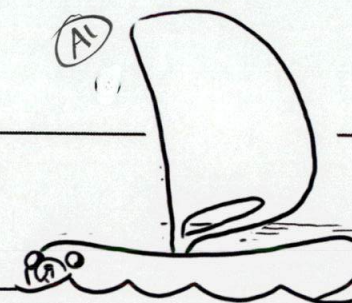
Timing:

Sc. **18** Pnl. **A** Bg. day night



J/♫ made myself a boat and I sailed with a whale ♫

- Jake bobbing up and down in the waves



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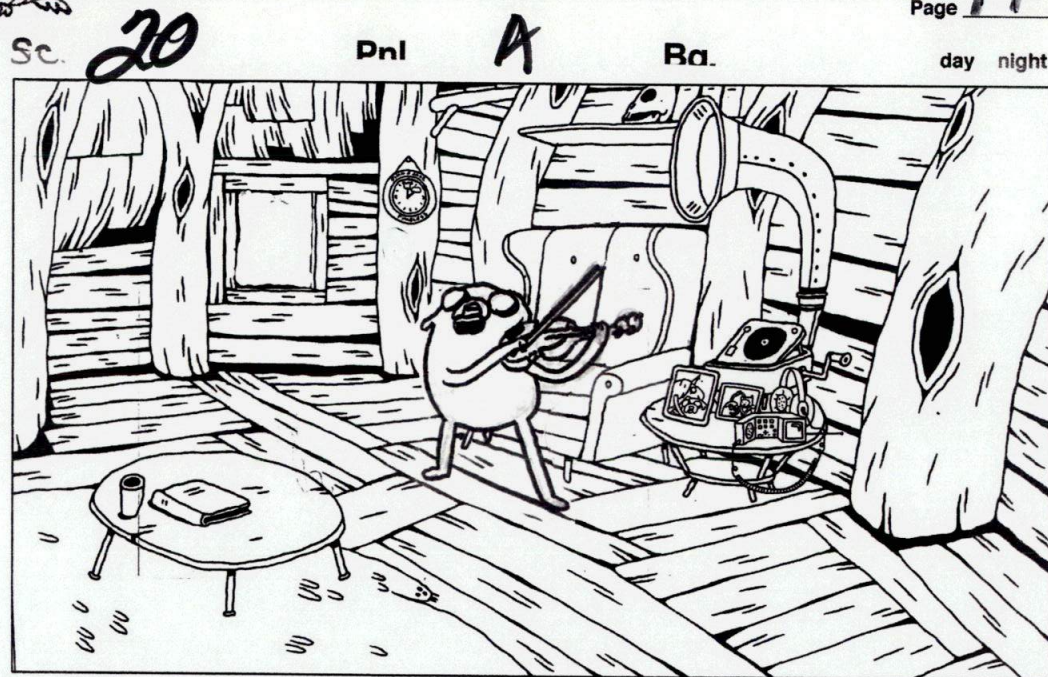
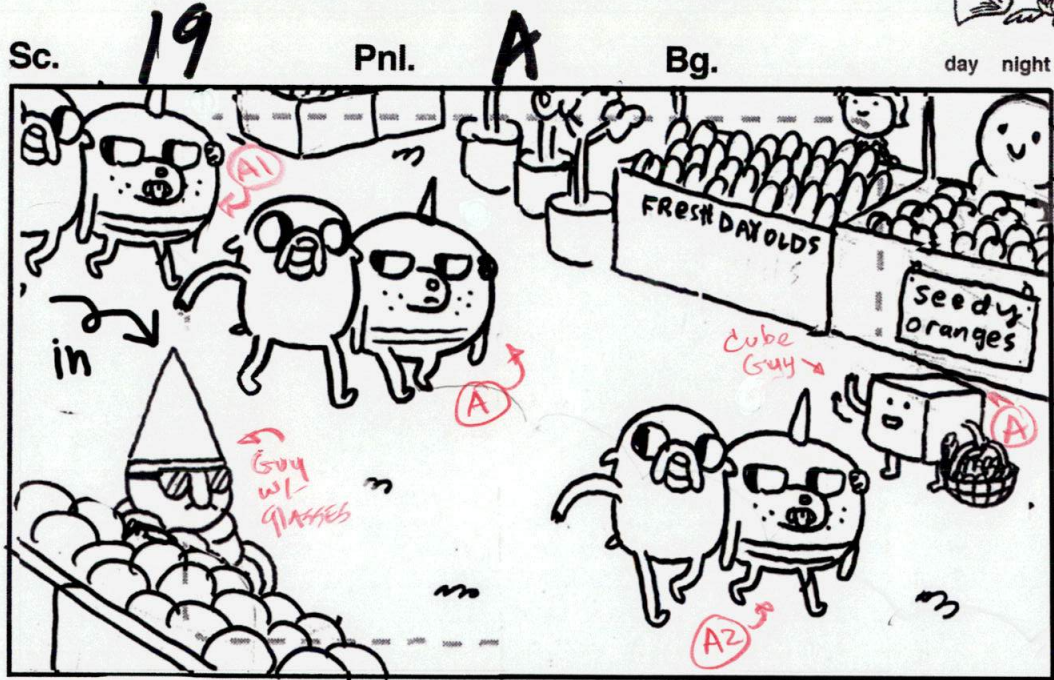
Production:

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ADVENTURE TIME



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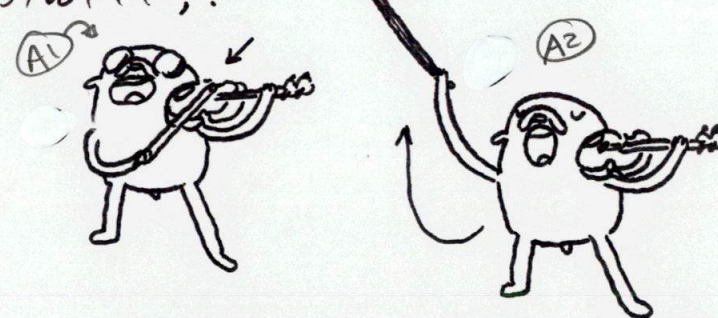
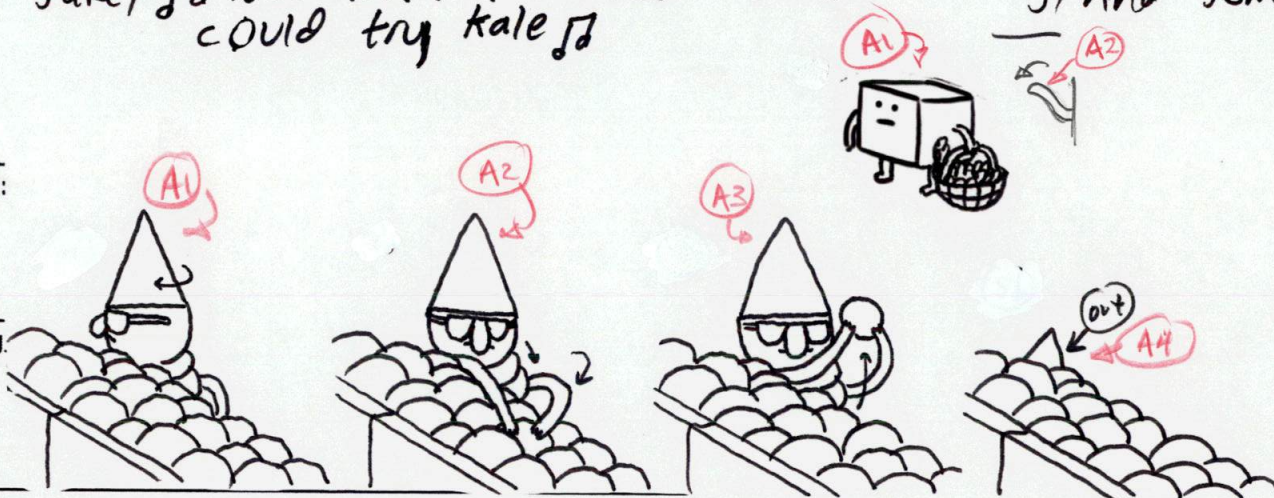


Dialog: Jake/J took T.V. to the market so he could try kale J

J/And some other stuff,!!

Action:

Timing:



-J. PLAYS LAST NOTE ON VIOLA
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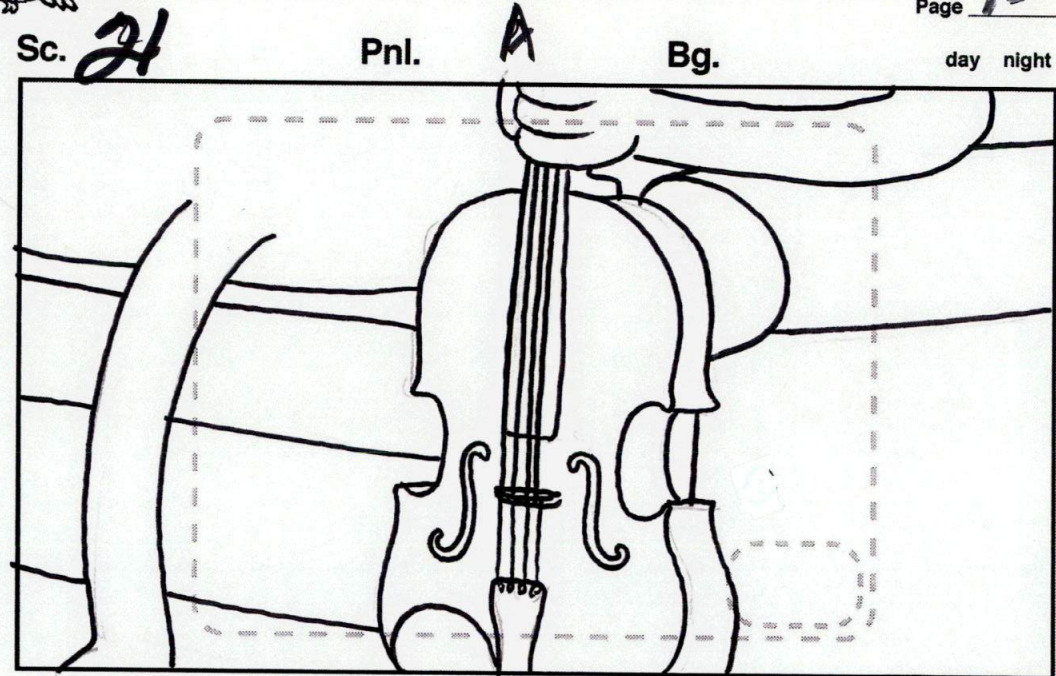
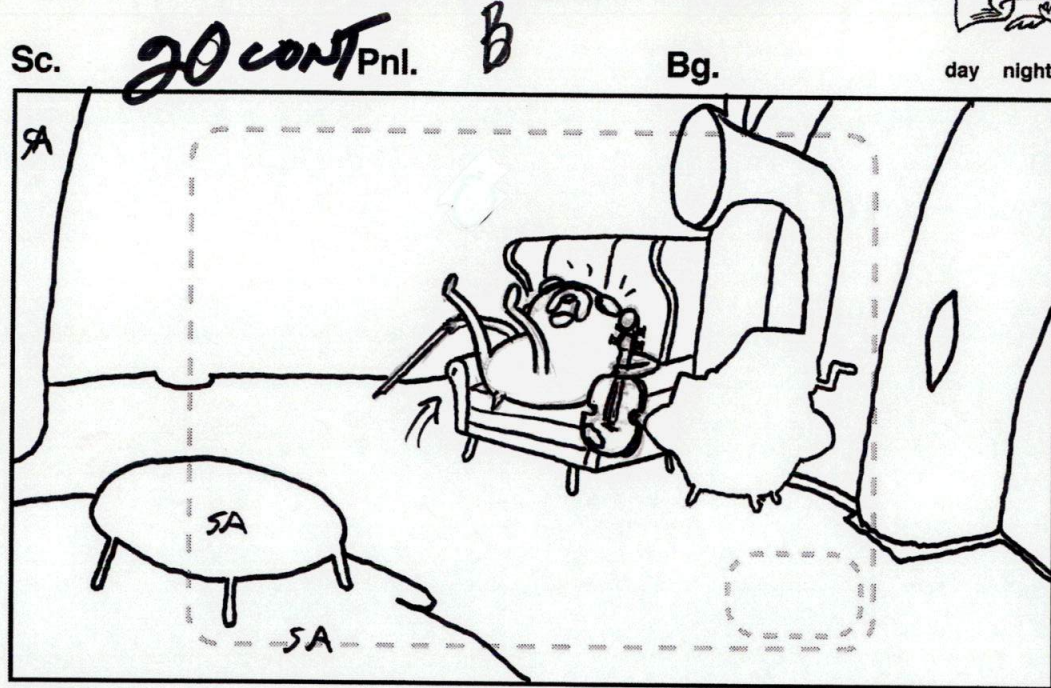
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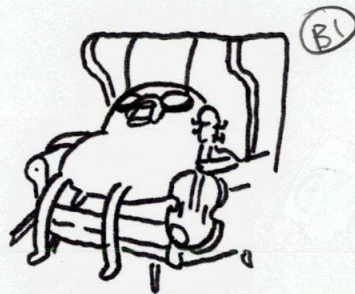
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Dialog: J/ Ahh!!
(sigh)

Action: (slumps in chair)

Timing:



shelby / Nice song Jake

- SHELBY POKES
OUT OF VIOLA.



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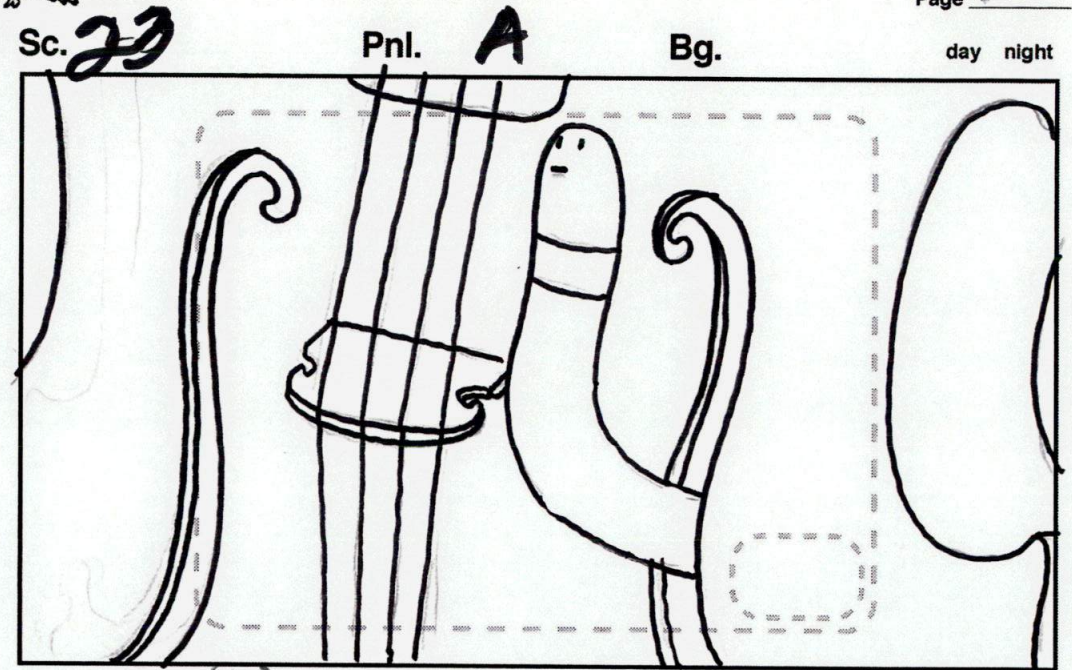
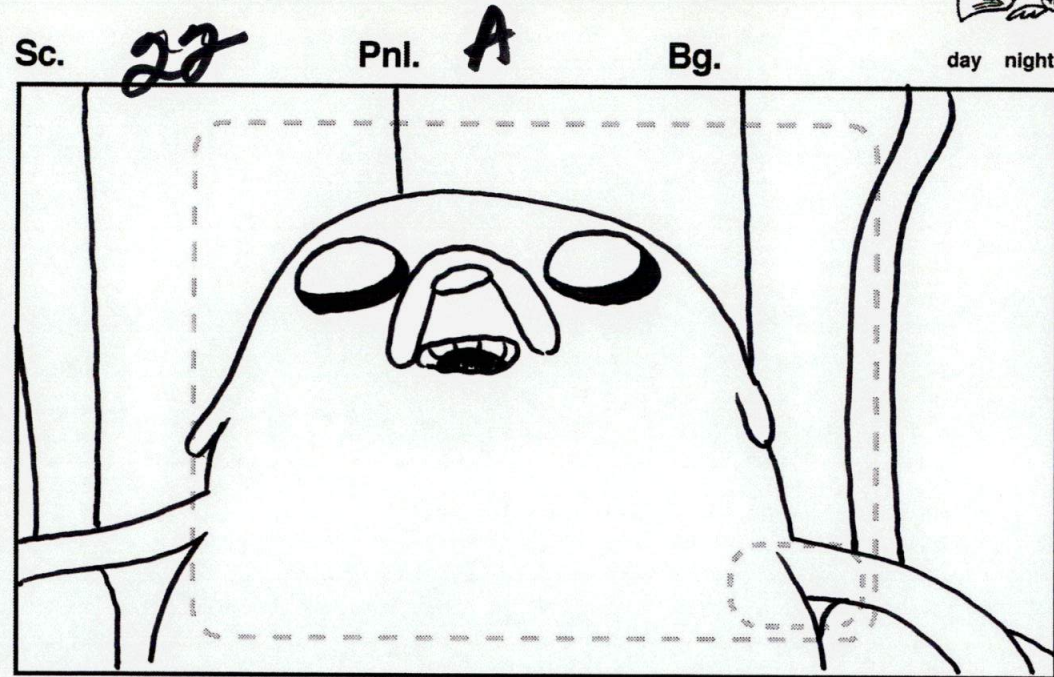
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ADVENTURE TIME



Dialog: Jake what a crazy
2 weeks

Action:



Timing:

(VO)
Jake I think I'm ready to hole up
and go round 2 on Age of Grinders.

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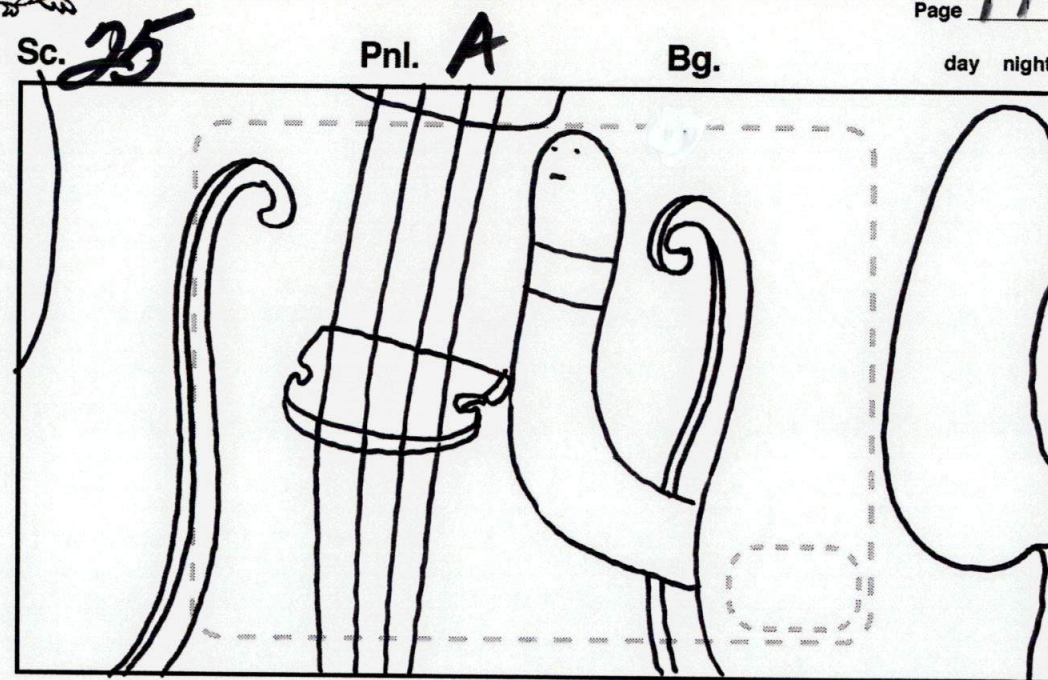
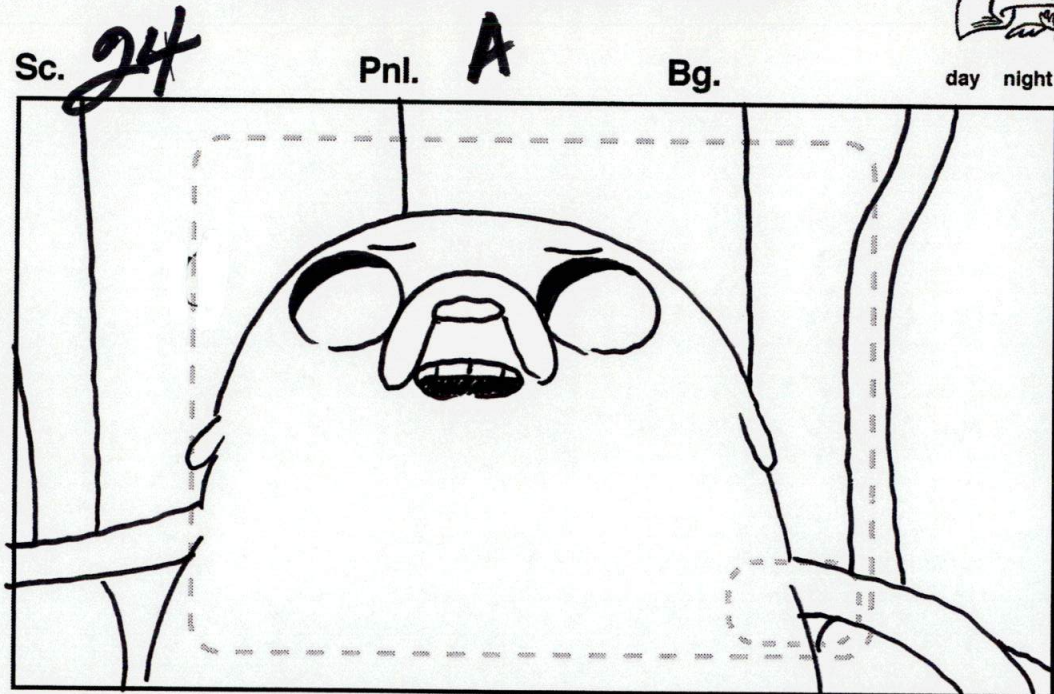
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ADVENTURE TIME



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Dialog: J/ But where's Finn? I need him on this adventure.



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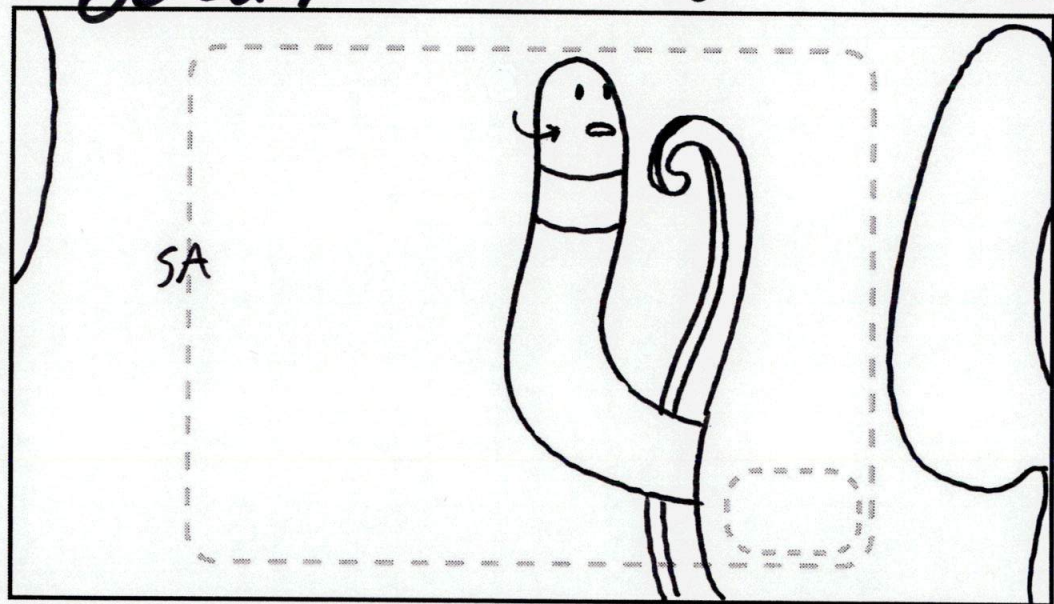
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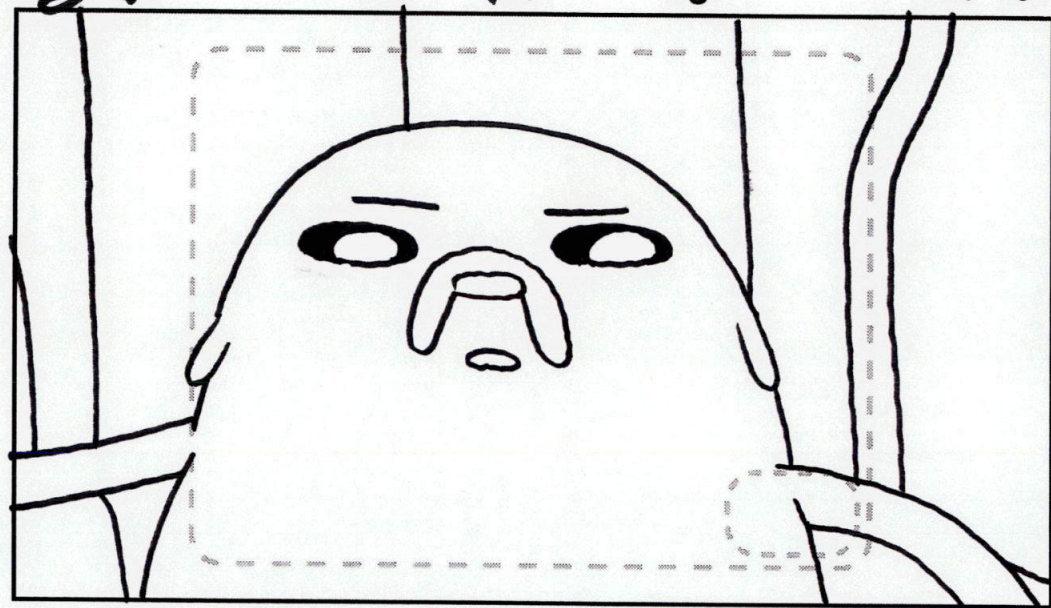


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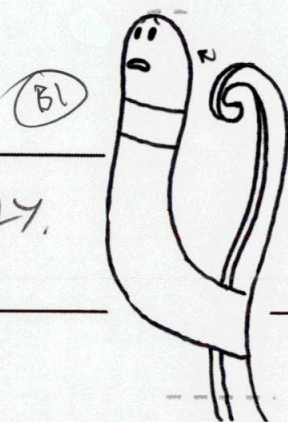
Sc. 25 cont Pnl. B Bg. day night



Sc. 26 Pnl. A Bg. day night



Dialog:	<u>shelby/ Uh... well...</u>	<u>Take/ hold on.</u>
Action:	- S. LOOKS AWAY. NERVOUSLY.	
Timing:		



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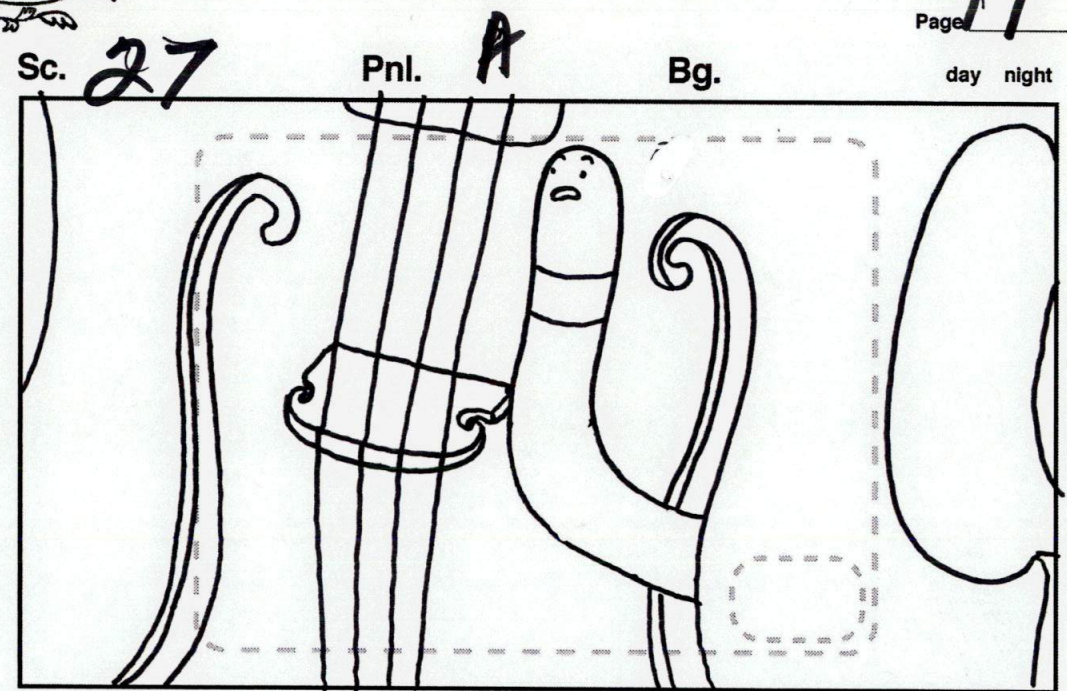
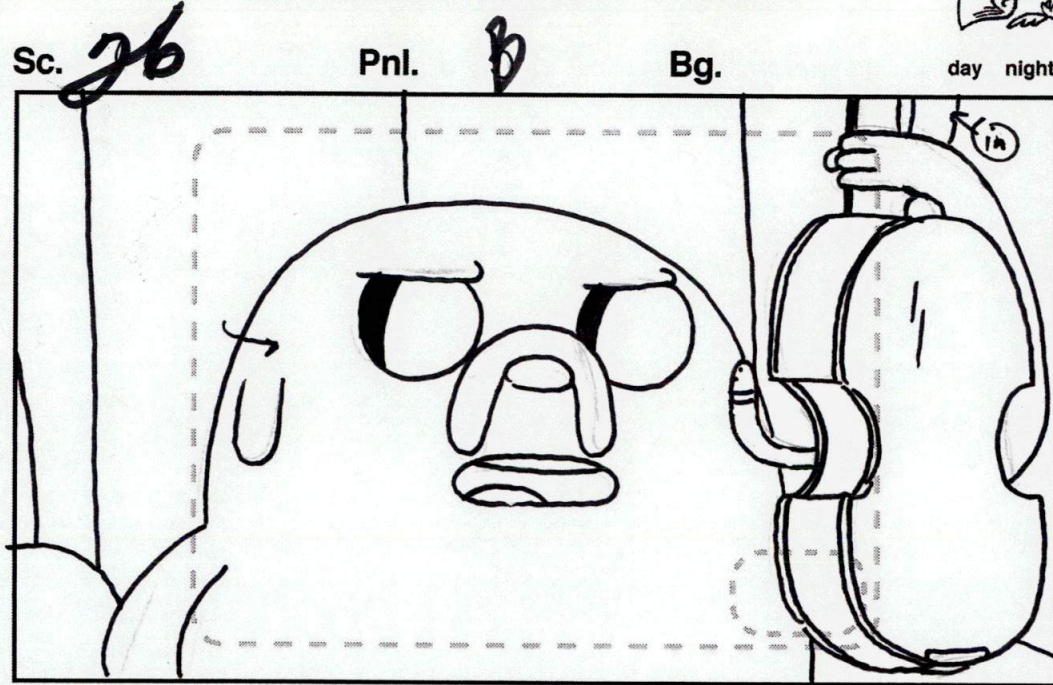
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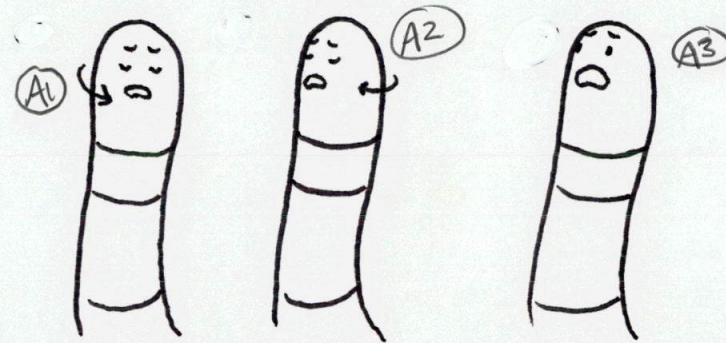
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ADVENTURE TIME



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Dialog:	Jake/ WHAT.	Shelby/ if you don't know I'm not sure it's my business to tell you.
Action:	- J. HOLDS UP VIOLA.	
Timing:		AUG 28 2015

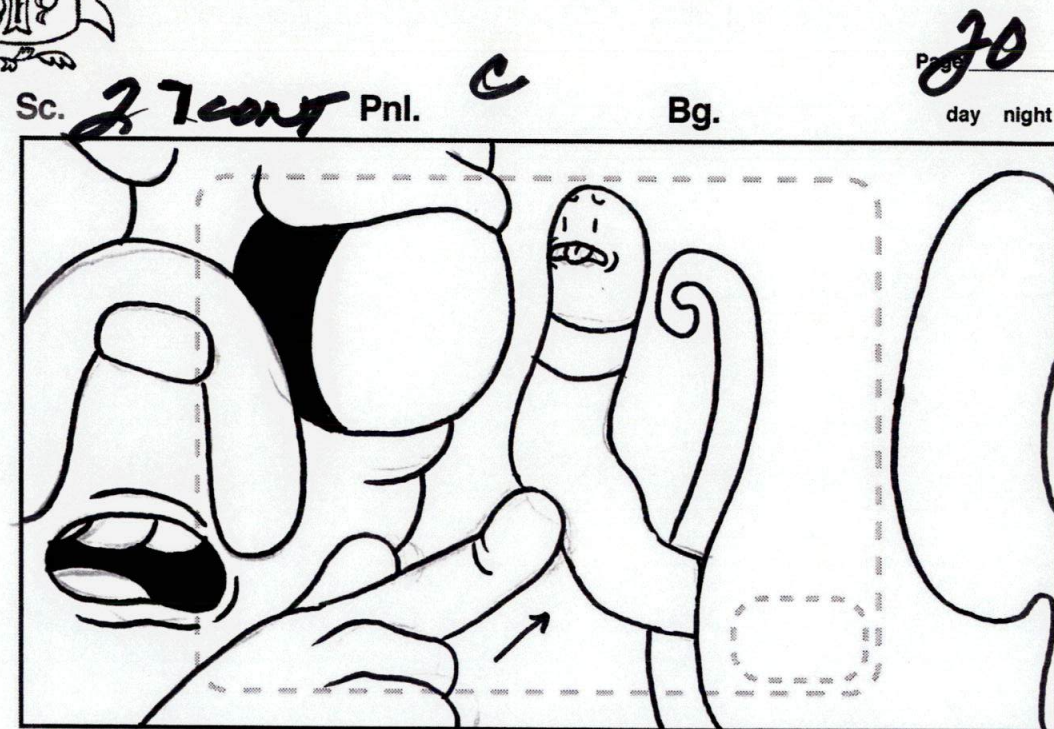
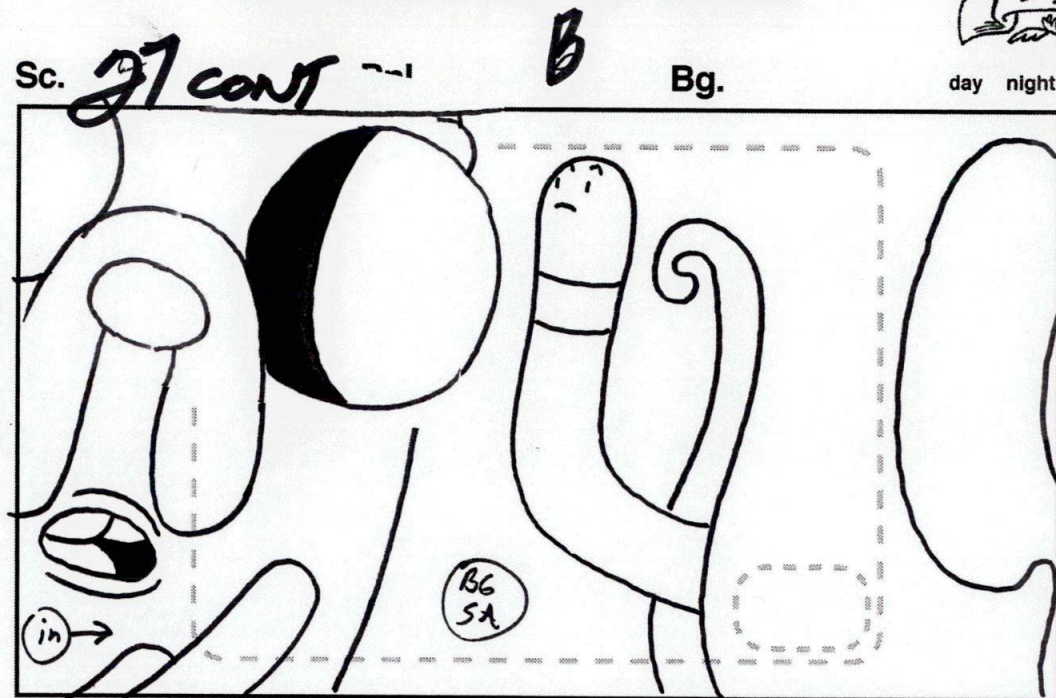
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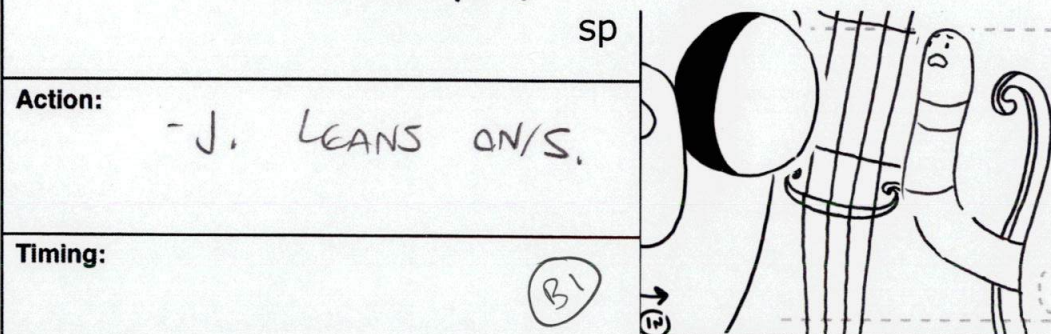
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ADVENTURE TIME



Dialog: Jake / Don't yov --
(whisper)

Jake (cont) / - DARE Shelby.
(whispering)



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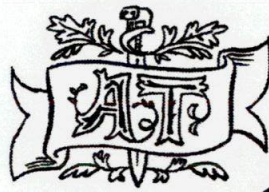
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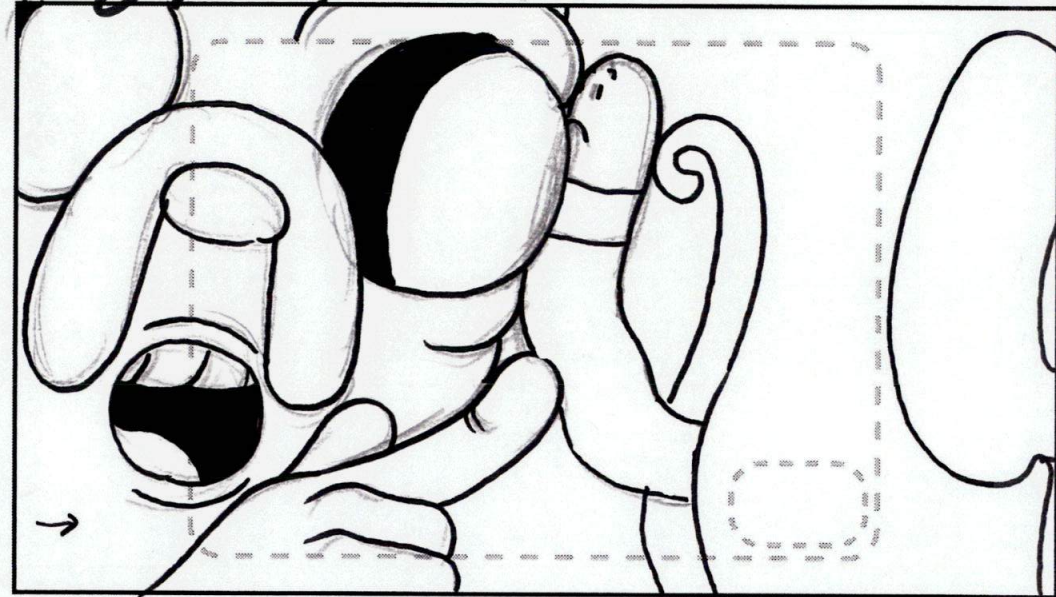
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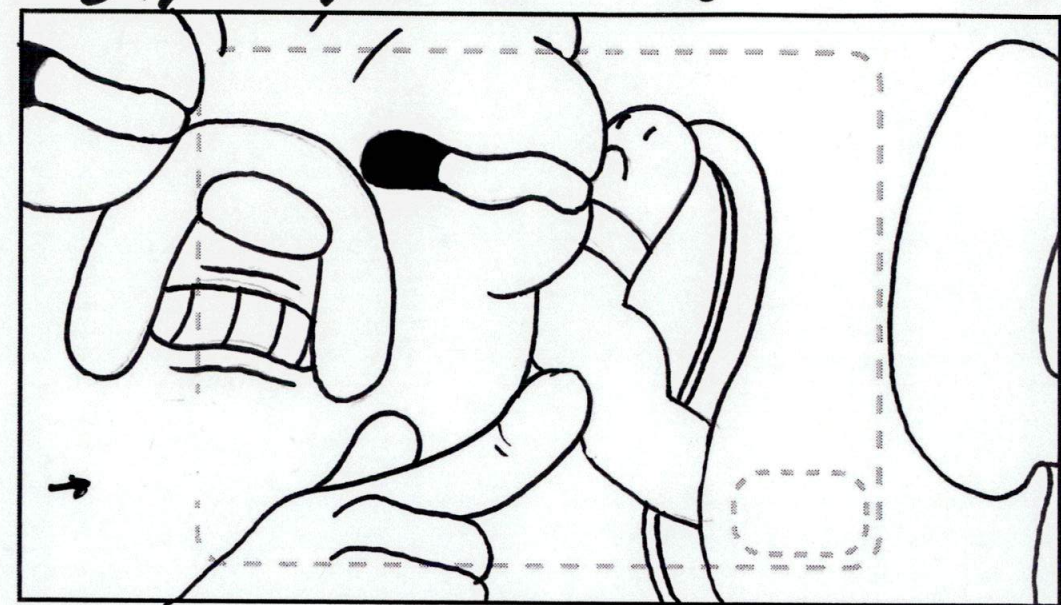
ADVENTURE TIME



Sc. *27 cont* Pnl. *D* Bg. day night



Sc. *27 cont* Pnl. *E* Bg. day night



Dialog:	<i>J/ Give up that greasy gossip!</i>
Action:	
Timing:	AUG 28 2015

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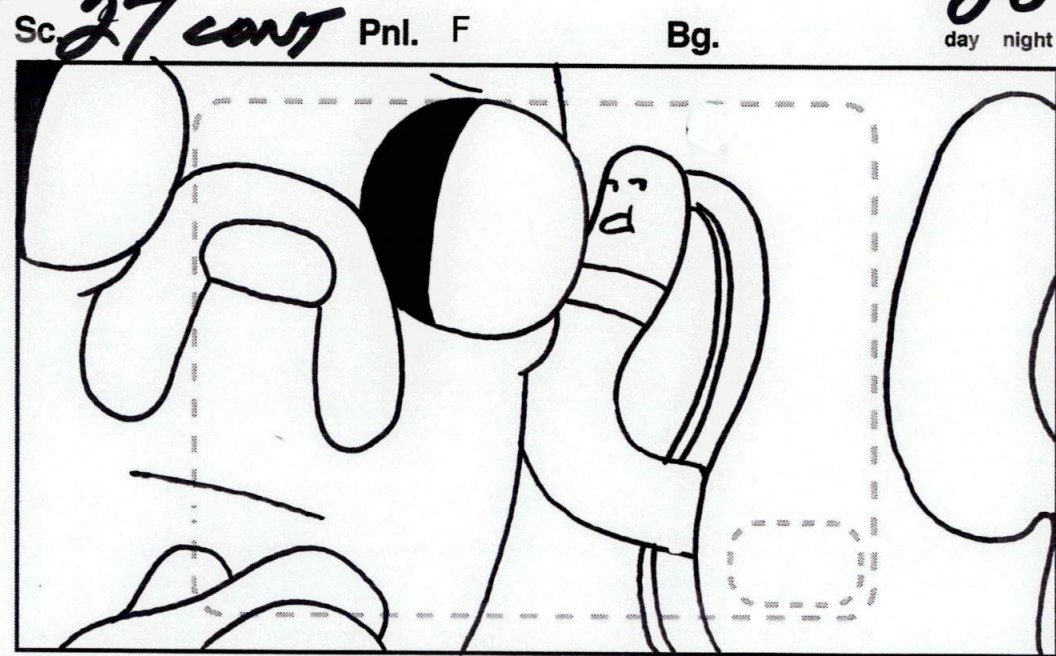
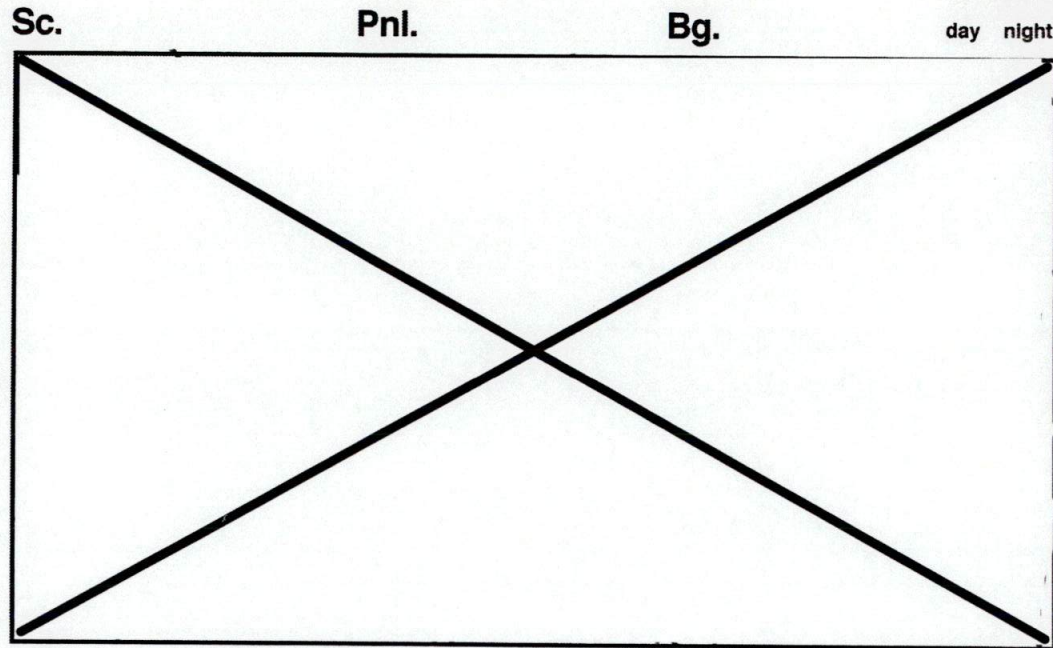
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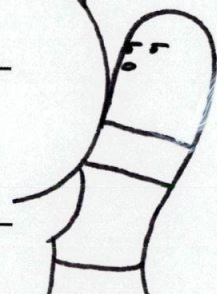

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ADVENTURE TIME



Page **22**
day night



Dialog:	<u>shelby</u> word on the street is
Action:	(WHISPER)  
Timing:	AUG 28 2015

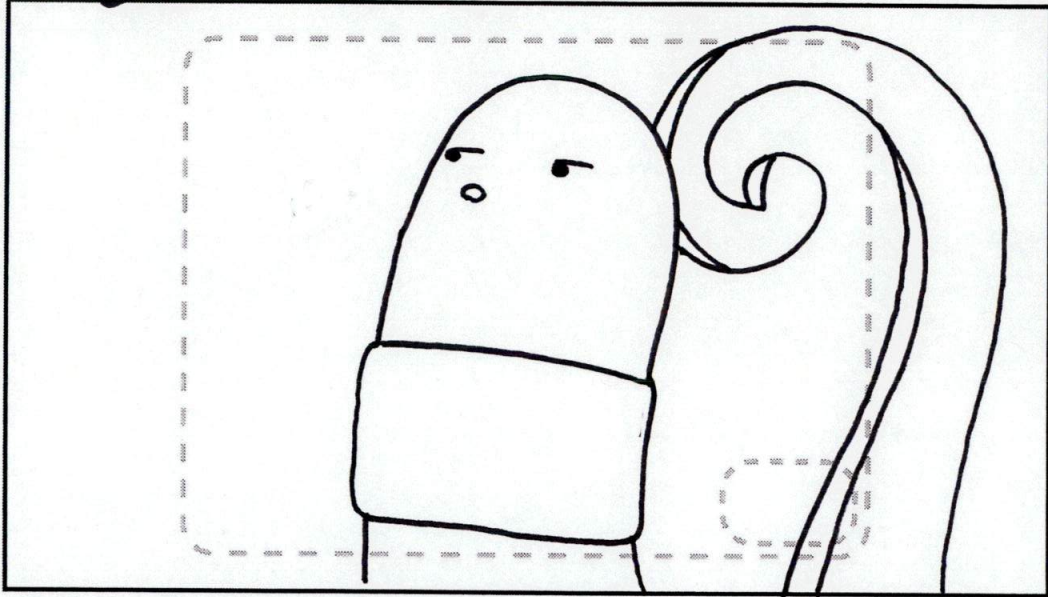
EPISODE # 1034-231

Production:

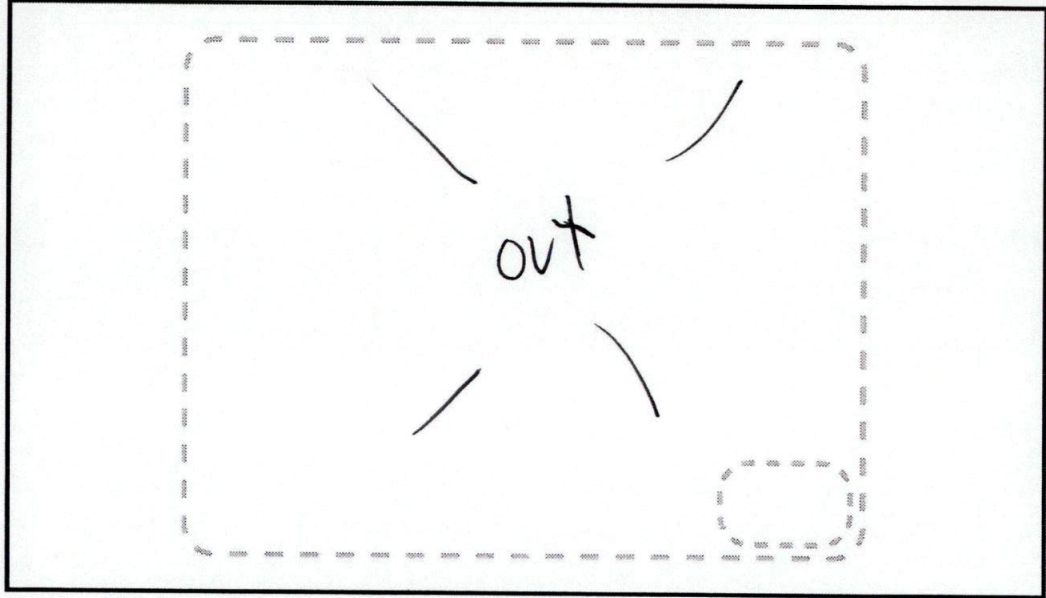
ADVENTURE TIME



Sc. **28** Pnl. **A** Bg. day night



Sc. Pnl. Bg. Page **23** day night



Dialog: Shelby! (Finn's been hangin' with a new lady)

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

ADVENTURE TIME

Sc. **29**

Pnl. **A**

Bg.

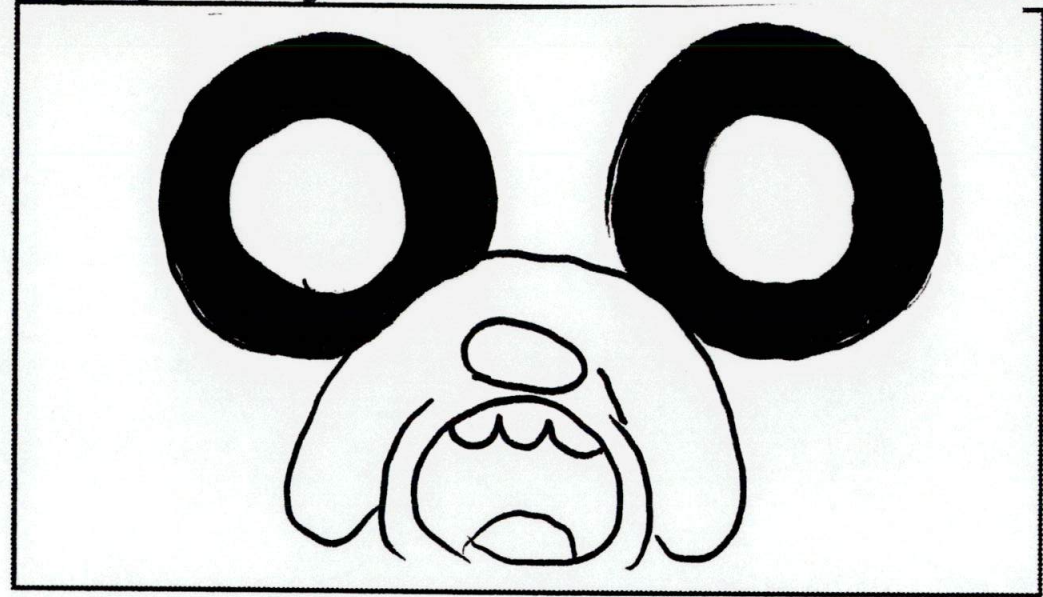
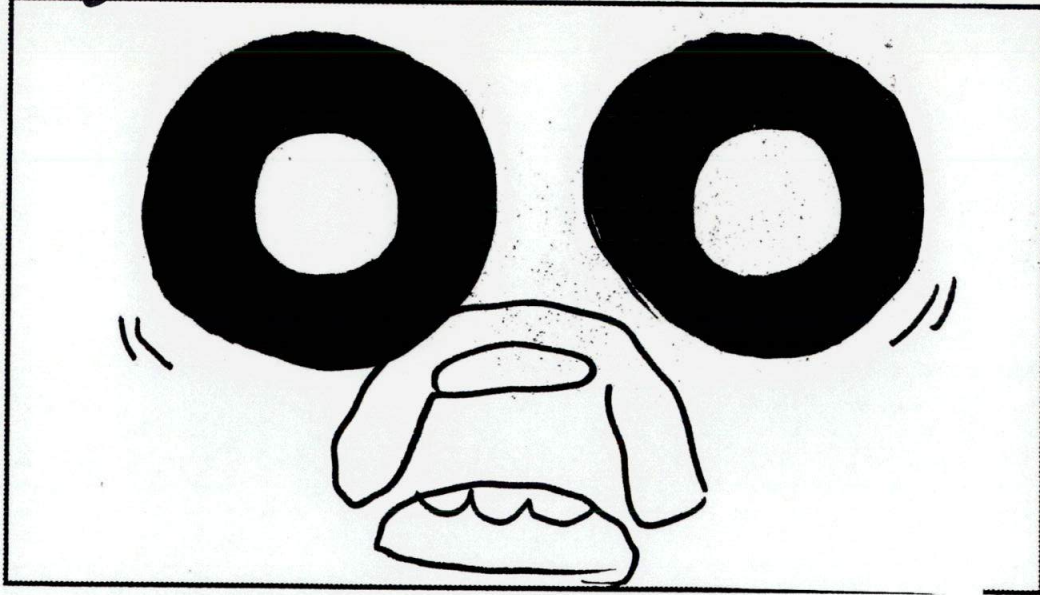


day night

Sc. **29 CONT** Pnl. **B**

Bg.

Page **24**
day night



Dialog:

J/='G AAAASP! =

Action:

J/ (Slow) WHO? THE
DOONK? IS?
IT ???

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

1034/231

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ADVENTURE TIME

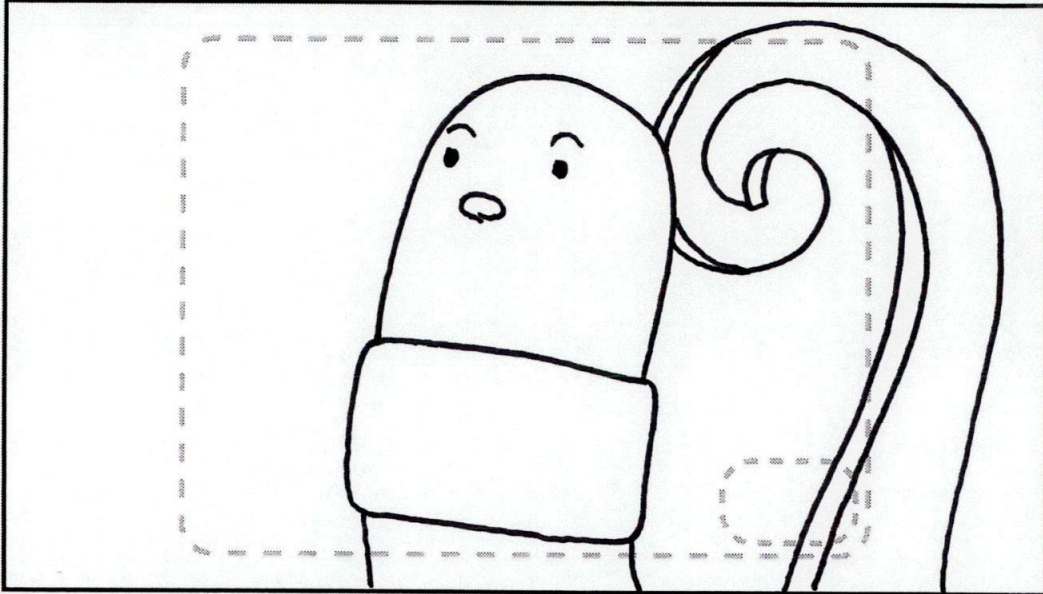


Sc. **30**

Pnl. **A**

Bg.

day night

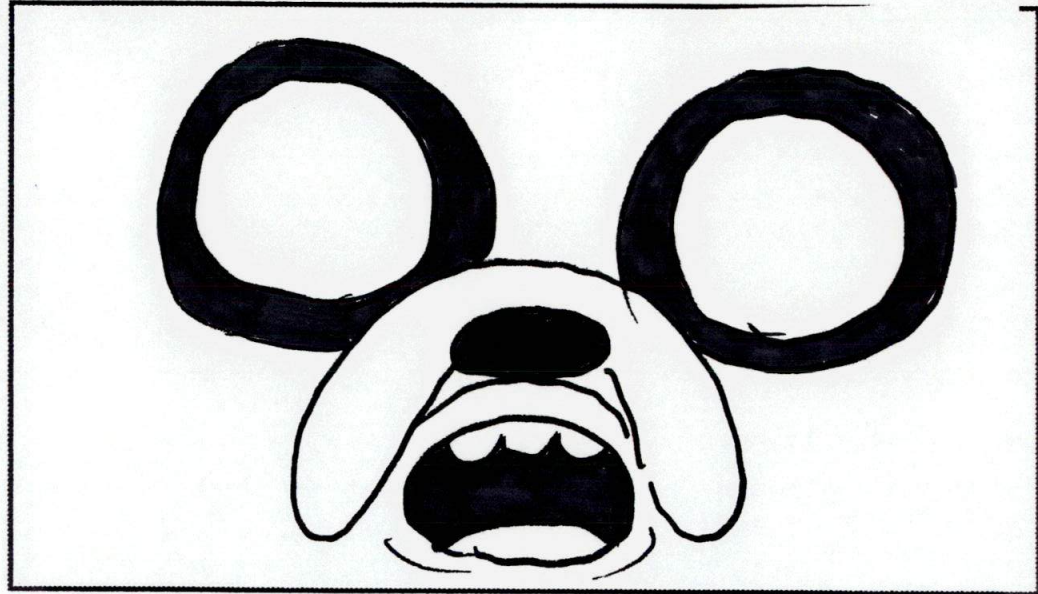


Sc. **31**

Pnl. **A**

Bg.

Page **25**
day night



Dialog: S/ I don't.

J/ Muscle Princess
It's perfect!

Action:

Timing:

AUG 28 2011

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

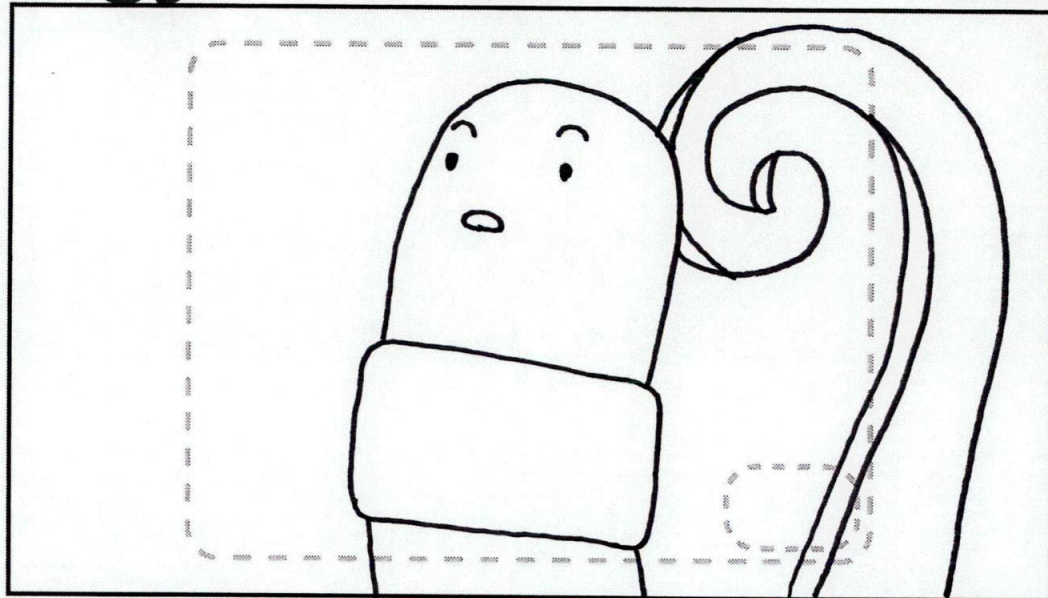


Sc. **32**

Pnl. **A**

Bg.

day night

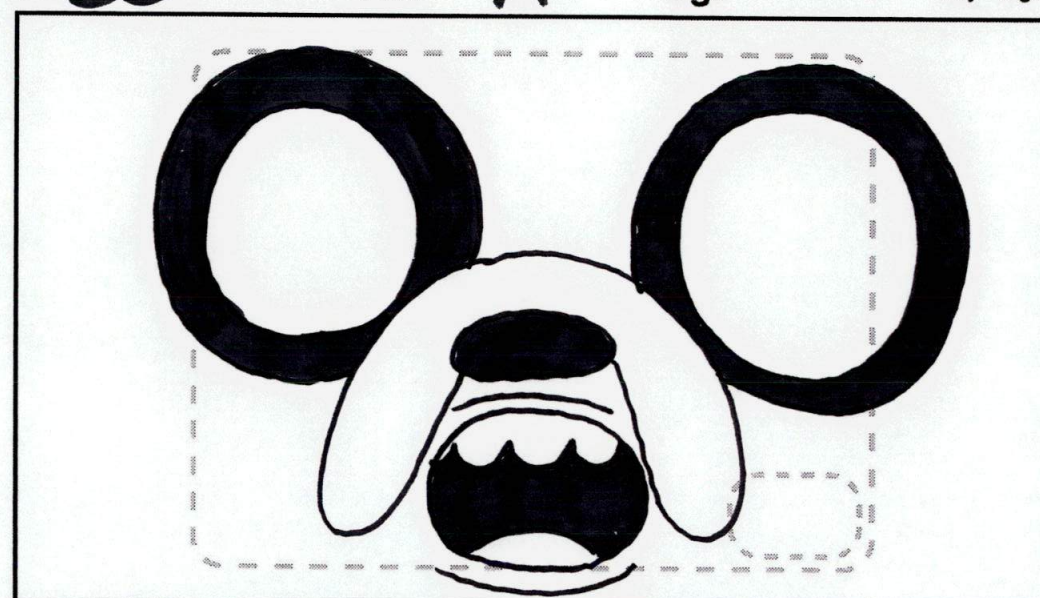


Sc. **33**

Pnl. **A**

Bg.

Page **26**
day night



Dialog: S/I don't -

Jake memow from the future!

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

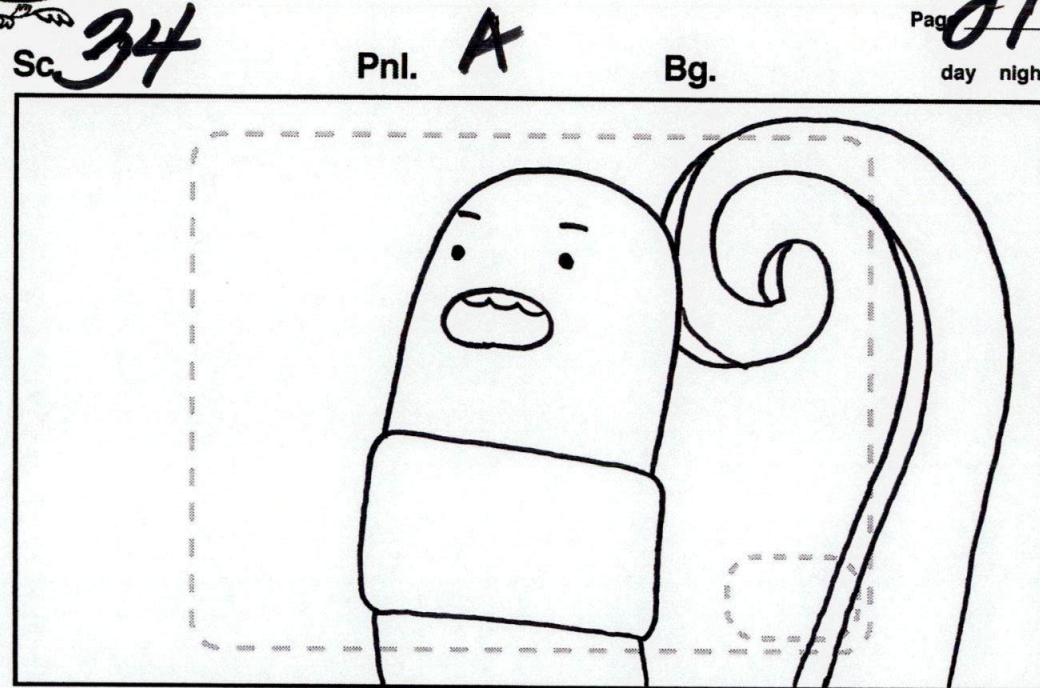
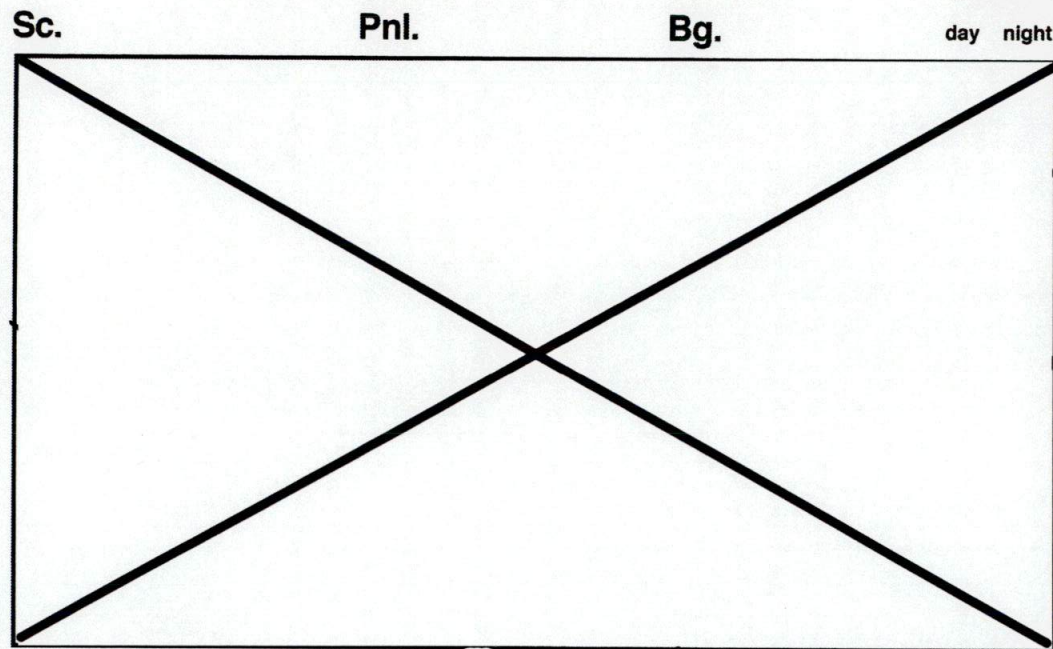
1034/231

1034/231

ADVENTURE TIME



Page **27**
day night



Dialog:	<u>shelby</u> / Slow down Jake.
Action:	
Timing:	AUG 28 2011

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EPISODE #

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME

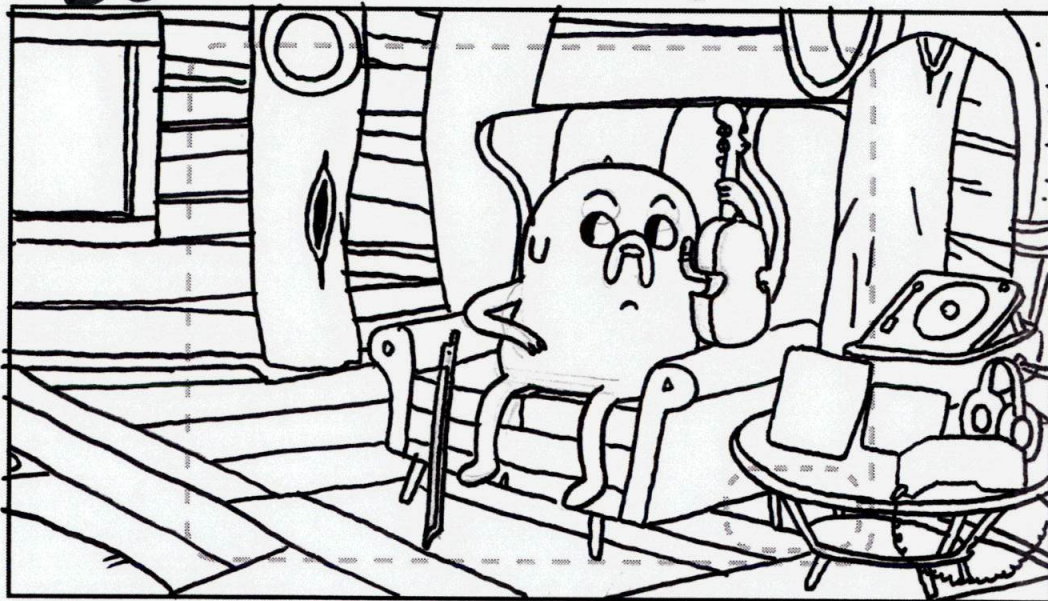


Sc. **35**

Pnl. **A**

Bg.

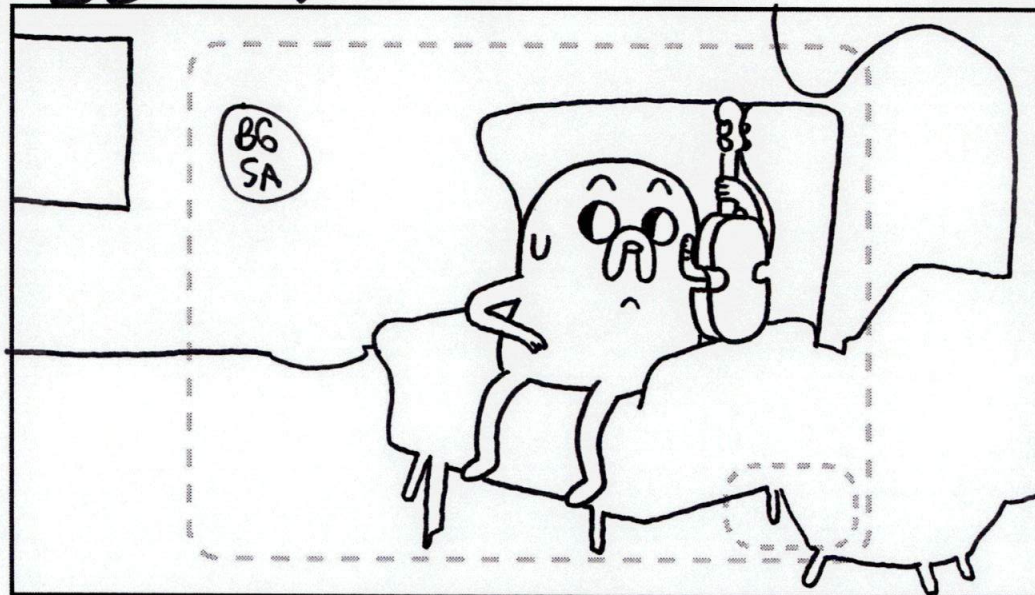
day night



Sc. **35 cont** Pnl. **B**

Bg.

Page **28**
day night



Dialog:

Shelby/ Nobody knows.

5/ Finn's been keeping this on the
super DL

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

EPISODE #

Production:

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1034/231

ADVENTURE TIME



Sc. 35 cont Pnl. C

Bg.

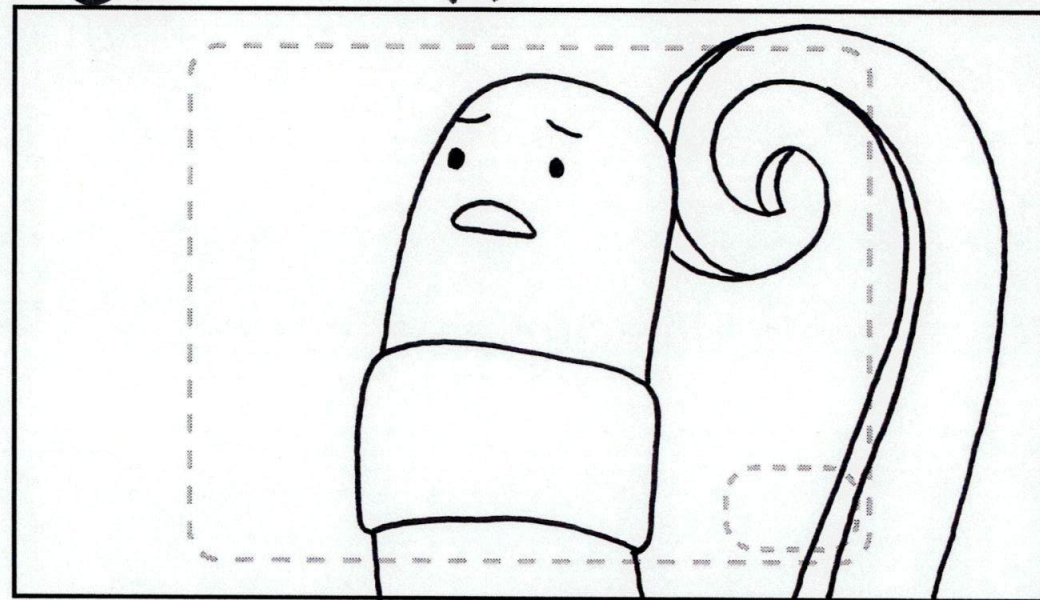
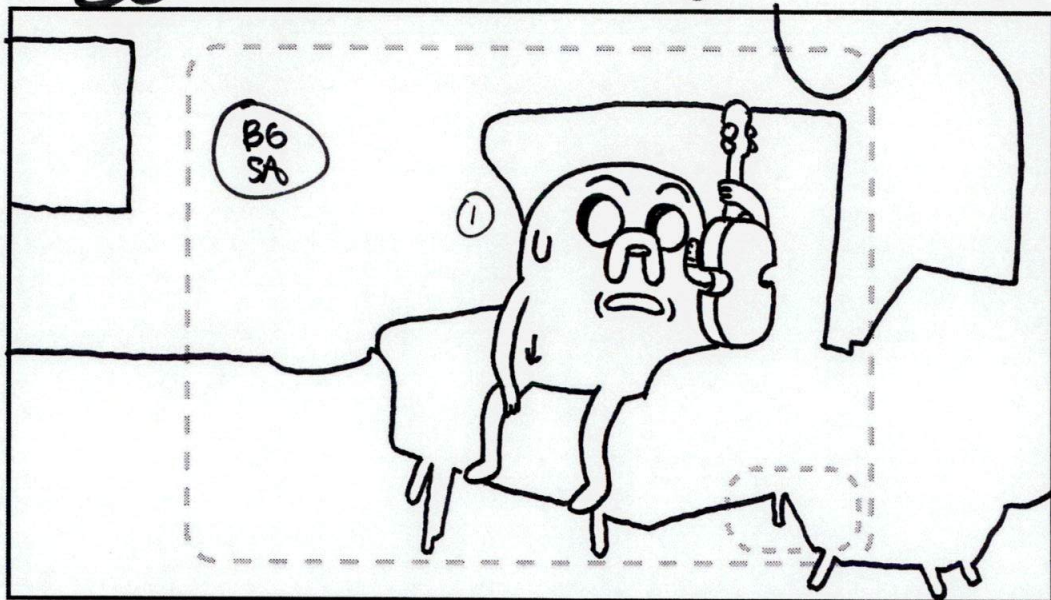
day night

Sc. 36

Pnl. A

Bg.

Page 29
day night



Dialog: Jake why?

Shelby my best guess is he's just trying to be careful this time.

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

ADVENTURE TIME

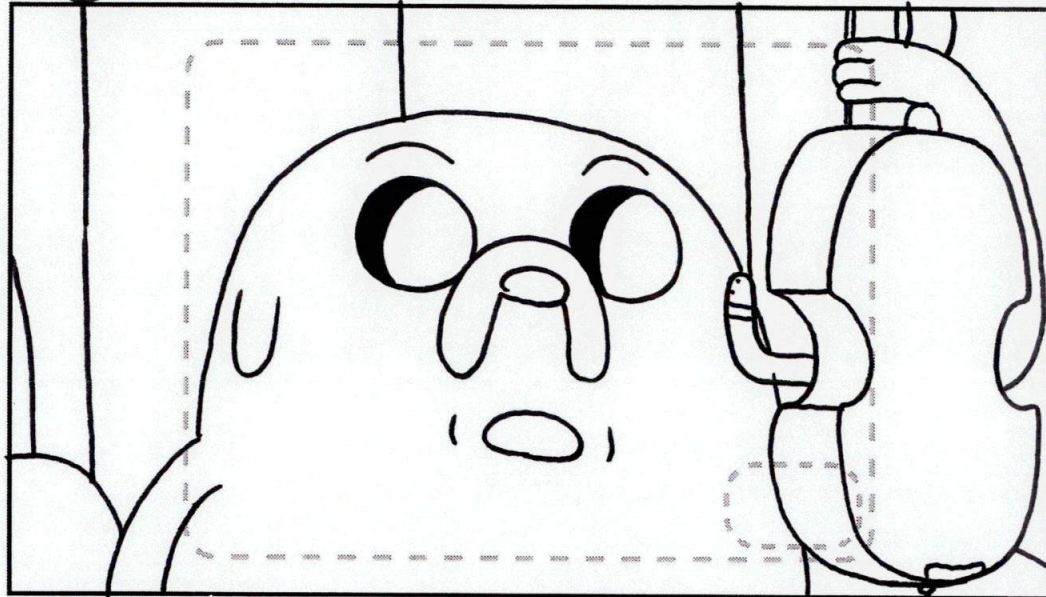


Sc. **37**

Pnl. **A**

Bg.

day night

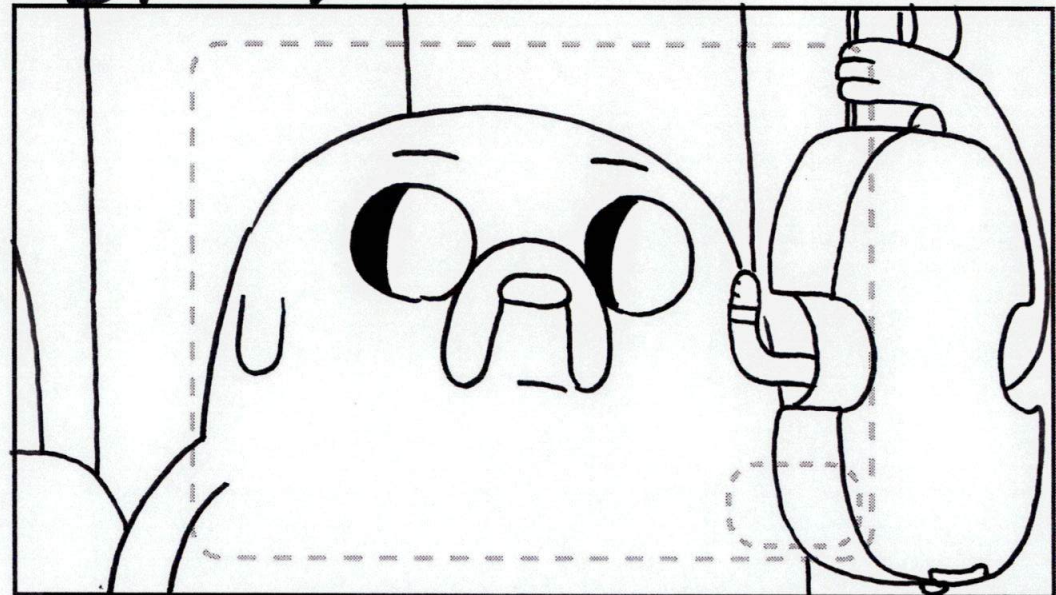


Sc. **37 cont**

Pnl. **B**

Bg.

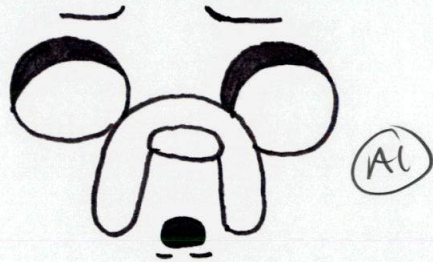
Page **30**
day night



Dialog: J/ Oh yeah I get it.

(beat)

Action:



Timing:

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Production:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
38	A			

Dialog:	Jake/ But I still gotta
Action:	
Timing:	AUG 28 2015

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EPISODE #

Production:

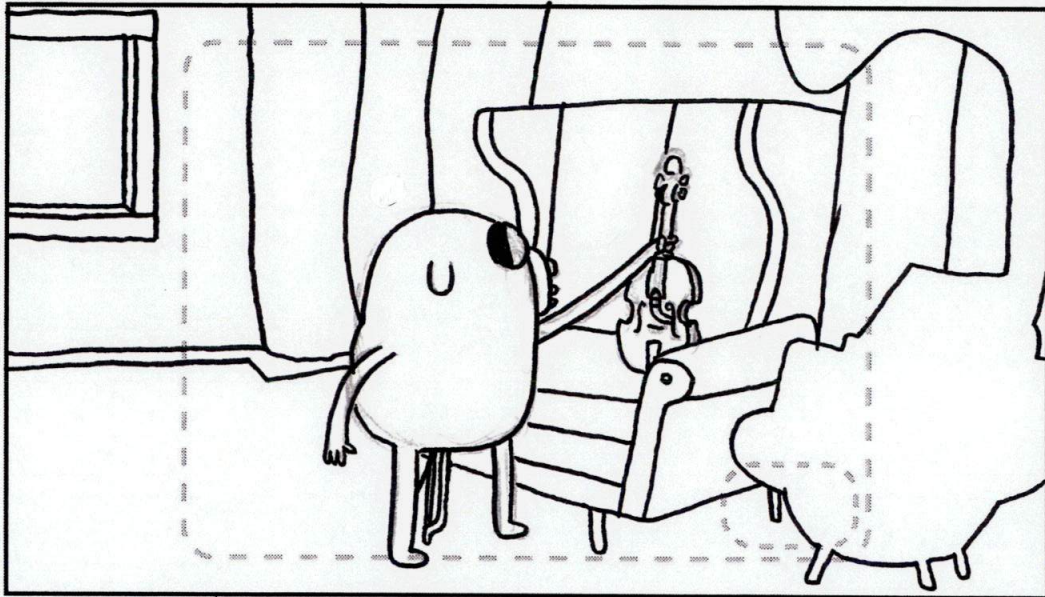
1034/231

1034/231

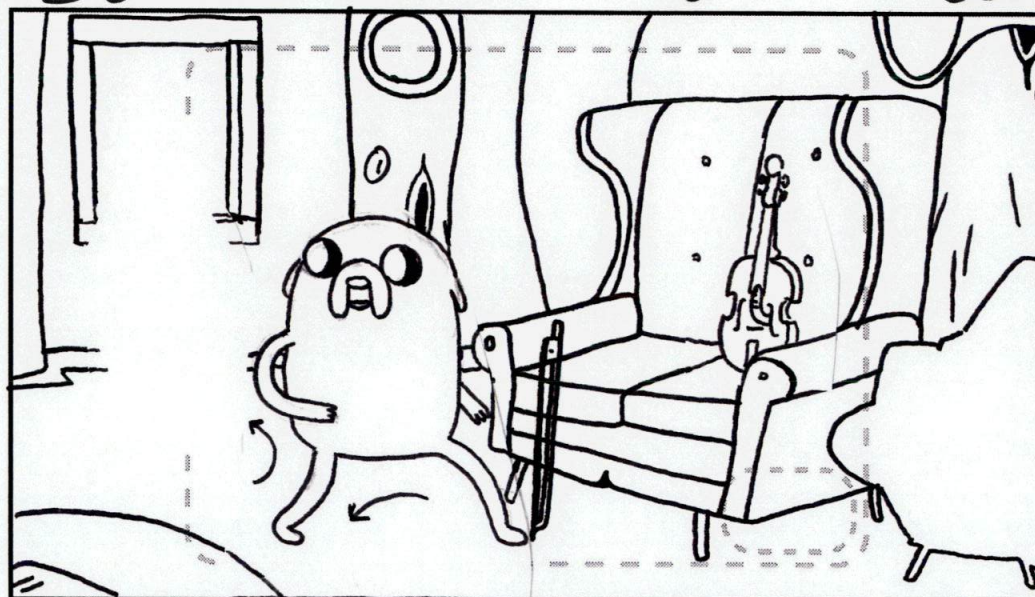
ADVENTURE TIME



Sc. **38 cont** Pnl. **B** Bg. day night



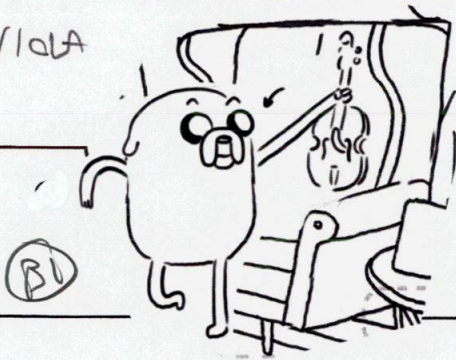
Sc. **38 cont** Pnl. **C** Bg. day night Page **32** **32A next**



Dialog: J/ ① know who this ② girl is! she/by/ OK, just

Action: - J. PUTS DOWN VIOLA - J. WALKS OVER TO WINDOW,

Timing:



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ADVENTURE TIME



Page 32A
33 NEXT
day night

Sc. 038 *cont* Pnl. D

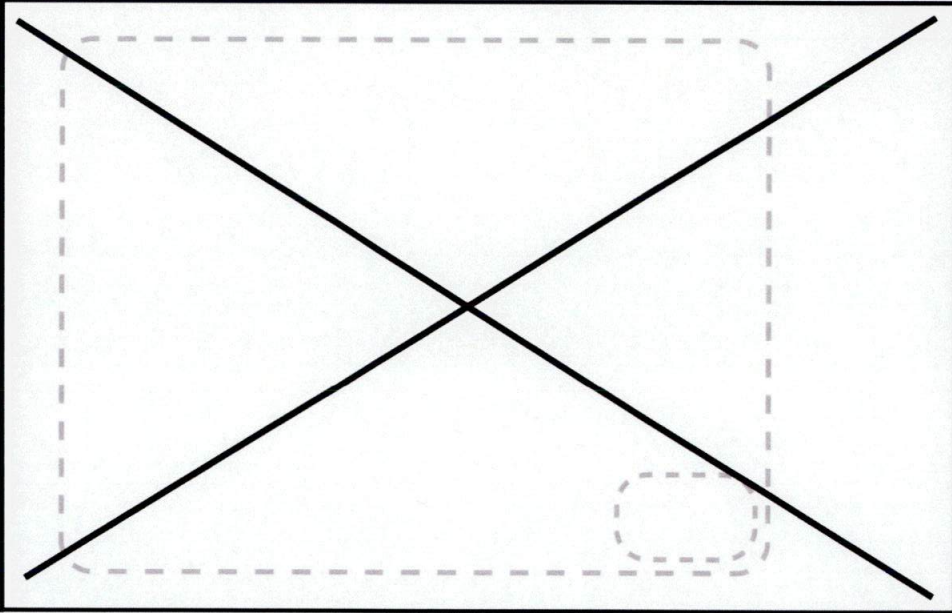
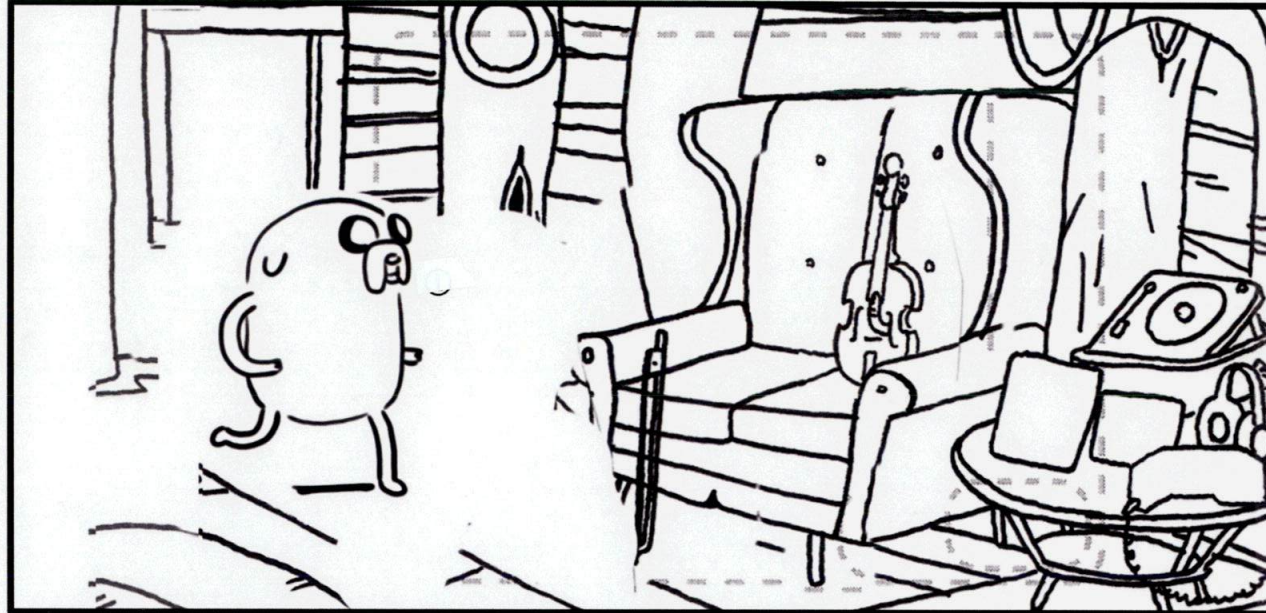
Bg.

day night

Sc.

Pnl.

Bg.



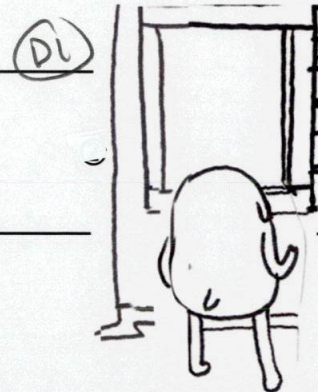
EPISODE #

Dialog:

Shelby/ don't blow up

slight adustment

Action:



Timing:

AUG 28 2011

Production:

1034/231

1034/231

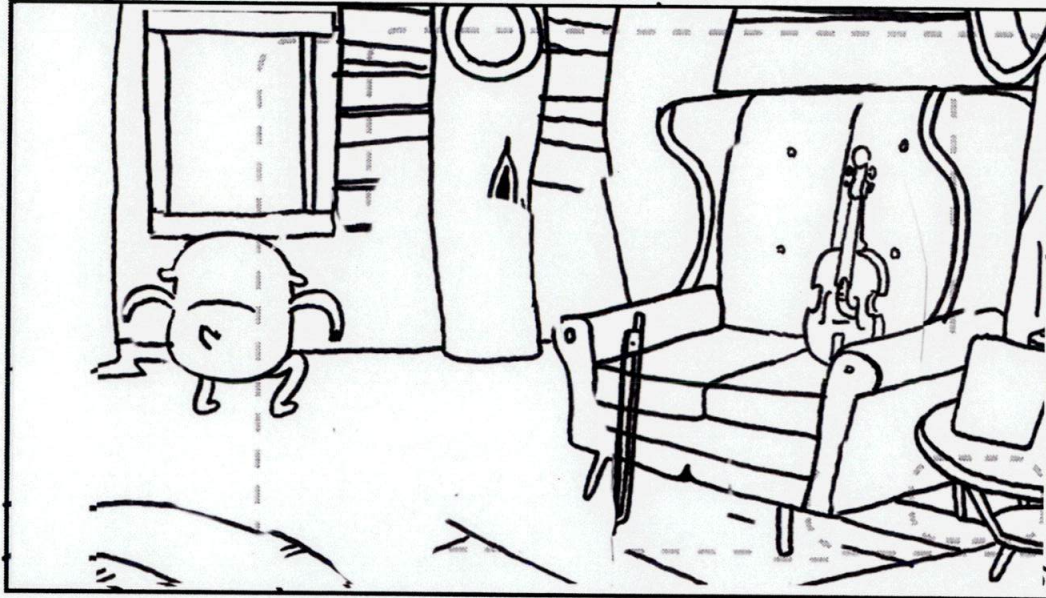
1034/231

ADVENTURE TIME



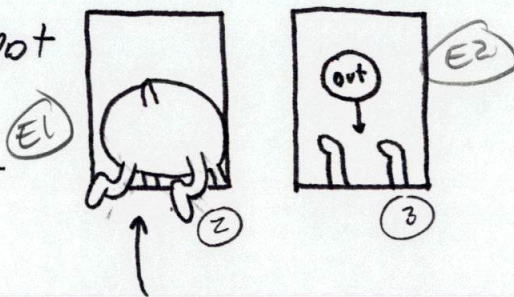
Page **33**

Sc. **38 cont** Pnl. E Bg. day night



Dialog:

shelby/his spot



Action:

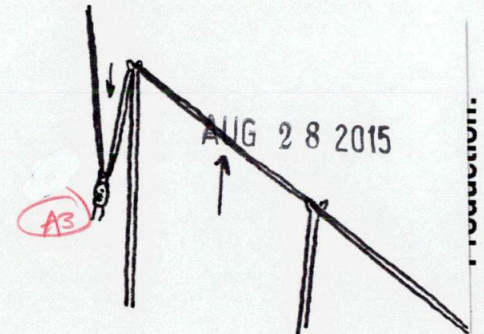
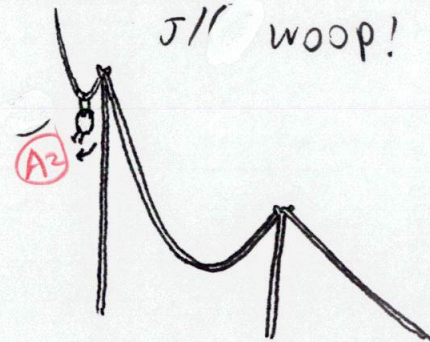
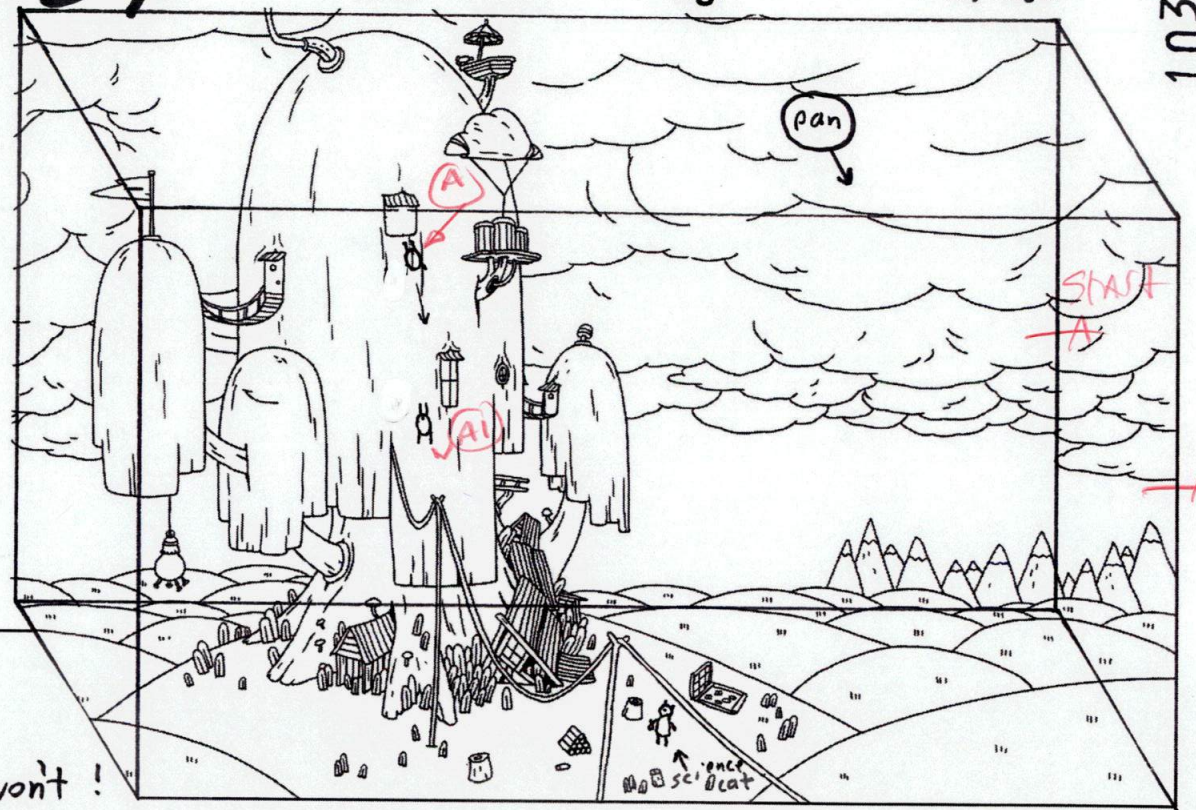
Timing:

Jake/I won't !

- J. JUMPS
OUT WINDOW.

- J. LANDS
ON CORD.
- PAN W/ JAKE.

Sc. **39** Pnl. A Bg. day night



AUG 28 2015

1034/231

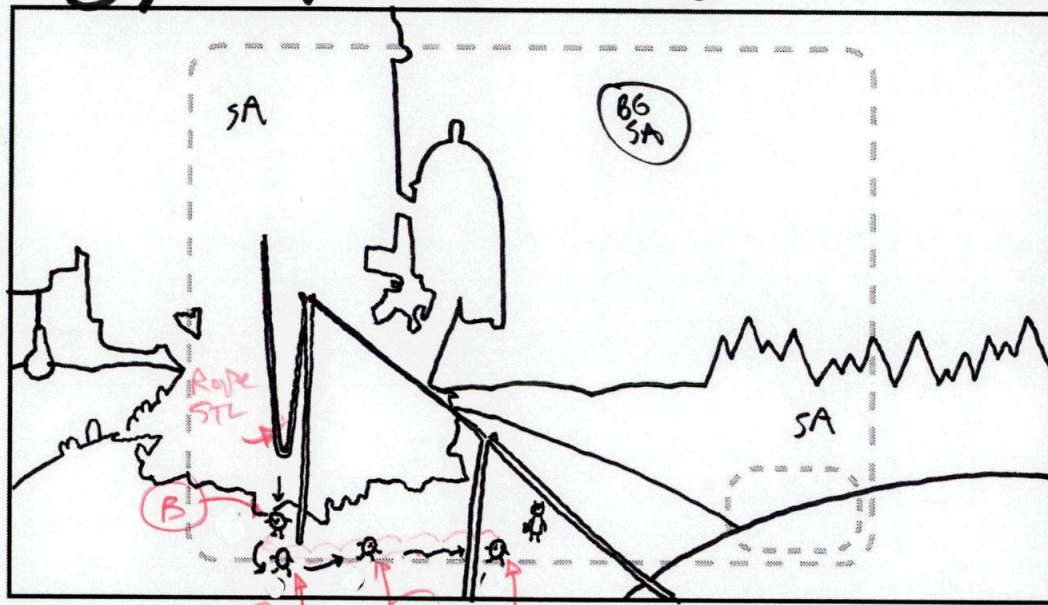
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ADVENTURE TIME



Page **34**

Sc. **39 cont** Pnl. **B** Bg. day night



Dialog: J/① OOMPH!

Action: -J. DROPS TO GROUND.
AND RUNS RIGHT.

Timing:

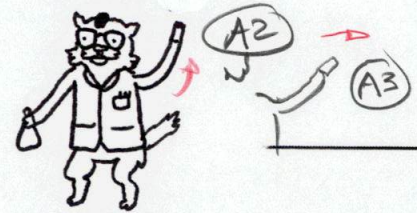
Sc. **40** Pnl. **A** Bg. day night



Science Cat/ Hey Jake!

-J. RUNS ON/S

AUG 28 2015



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Production:

1034/231

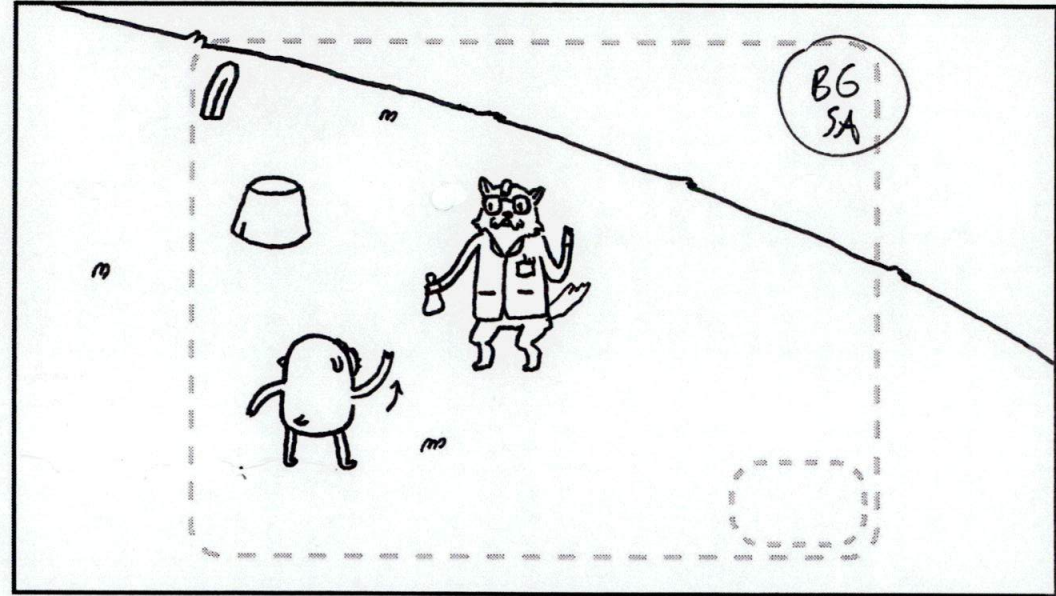
1034/231

ADVENTURE TIME



Page **35**

Sc. **40 cont** Pnl. **B** Bg. day night



Sc. **40 cont** Pnl. **C** Bg. day night



Dialog: J/ oh hey Science cat.
Where's your sword shark friend? → (B1.A)

Action:

Timing:

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EPISODE # 1034-231

Production:

1034/231

1034/231

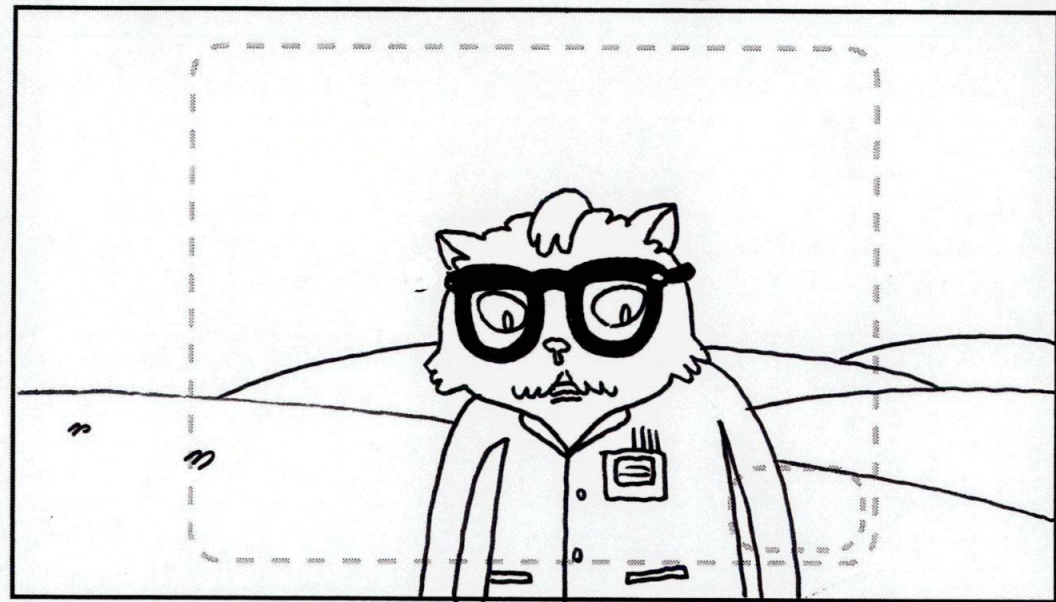
1034/231

ADVENTURE TIME

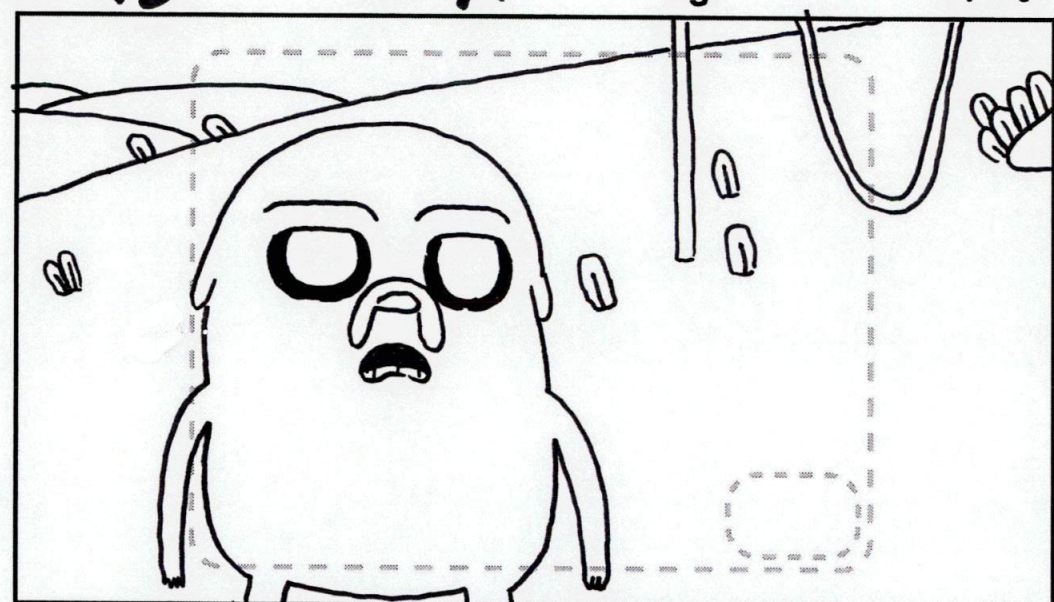


Page **36**

Sc. **41** Pnl. **A** Bg. day night



Sc. **42** Pnl. **A** Bg. day night



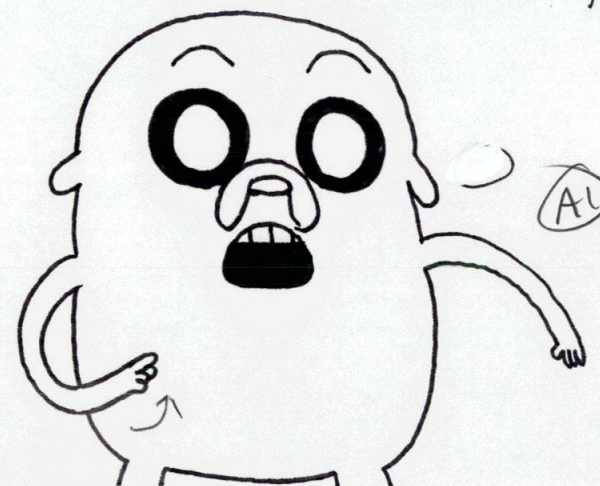
Dialog: Sc/ He died of old age.
Hey are you goin' to find out who
Finn's girlfriend is?

Action:

Timing:



Jake! Who told you that??



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Production:

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ADVENTURE TIME



Sc.

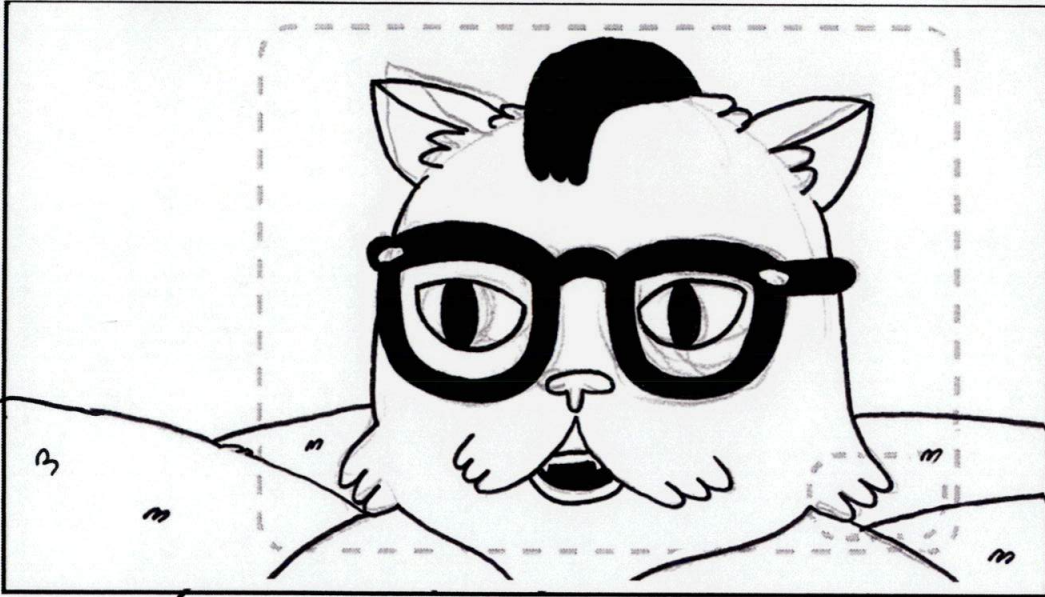
43

Pnl.

A

Bg.

day night



Sc.

44

Pnl.

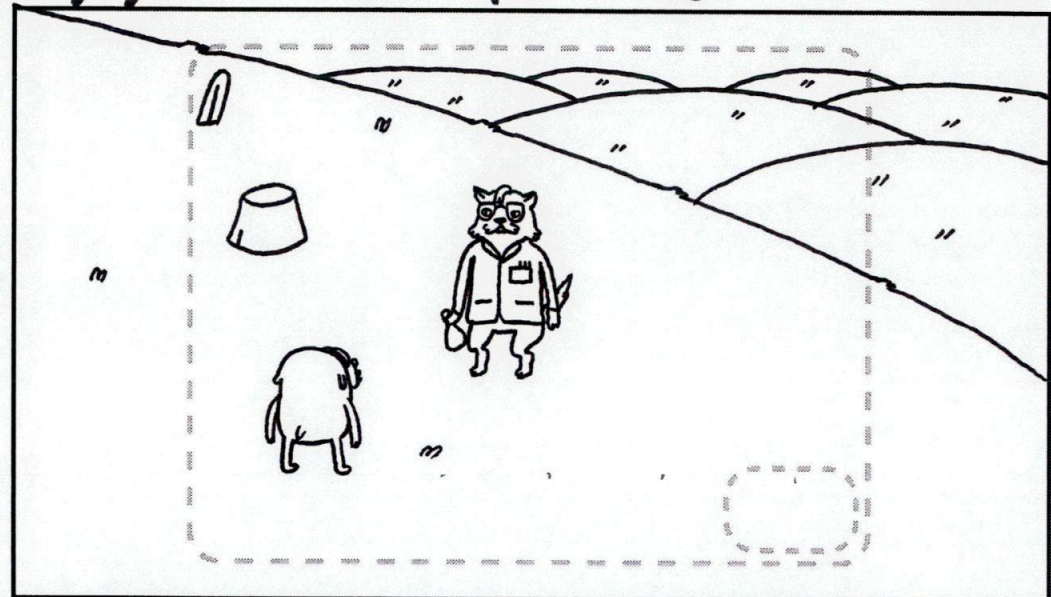
A

Bg.

Page

37

day night



Dialog:

SC/ word get's around man.

Jake/ Not to

Action:

Timing:

AUG 28 2011

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EPISODE #

Production:

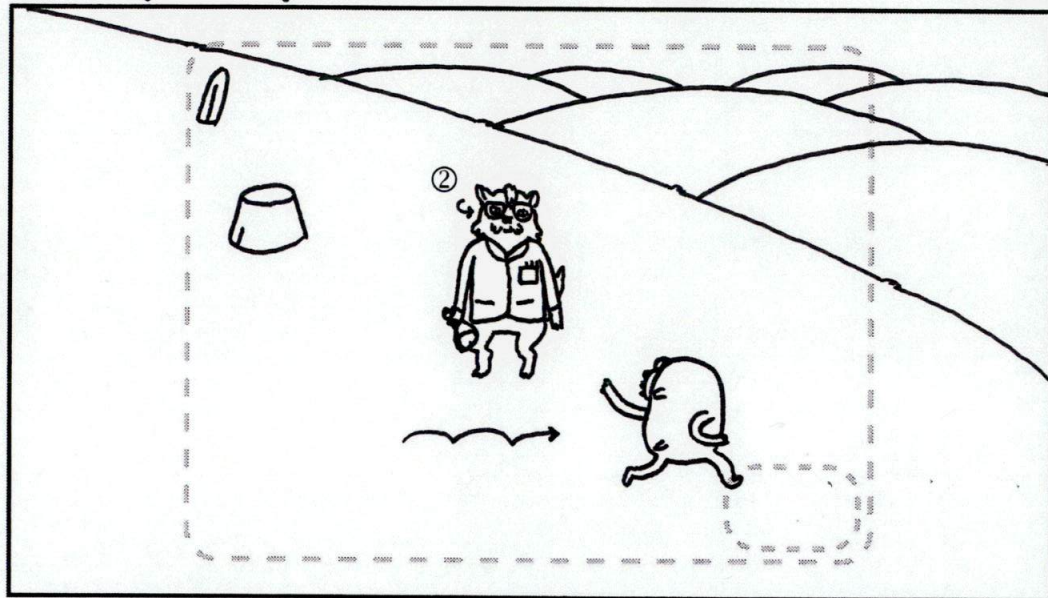
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ADVENTURE TIME



Page **38**
day night

Sc. **44 cont** Pnl. **B** Bg. day night



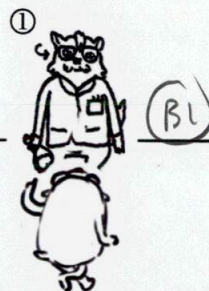
Sc. **44 cont** Pnl. **C** Bg. day night



Dialog: Jake / me apparently...
sc / lemme know

Action: - J. RUNS RIGHT
- SC TRACKS JAKE.

Timing:



sc / the dirt when yov find out!

- J. RUNS OFF/S

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ADVENTURE TIME



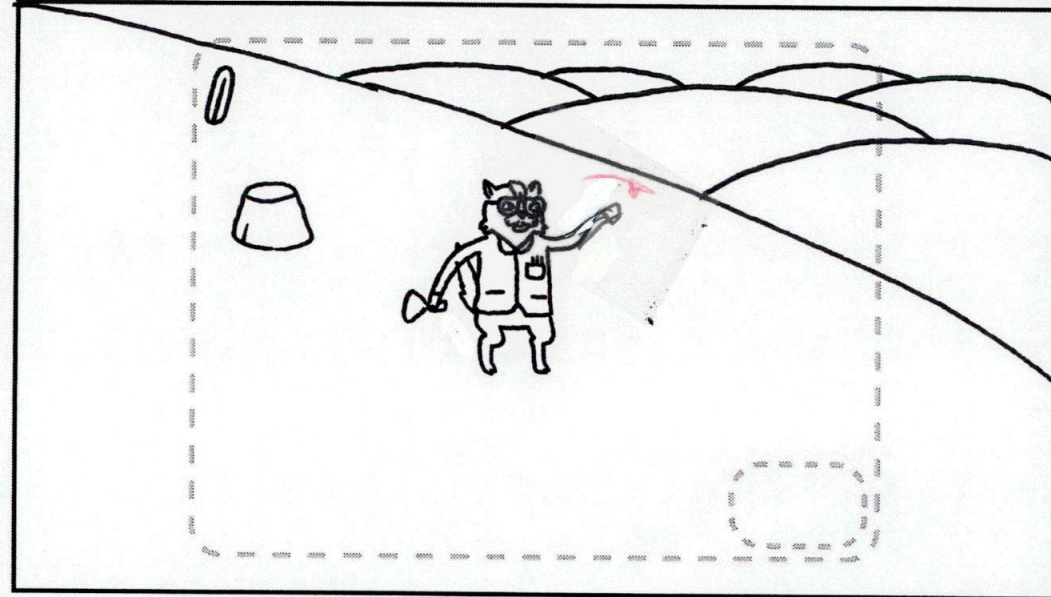
Sc.

44 cont Pnl.

D

Bg.

day night



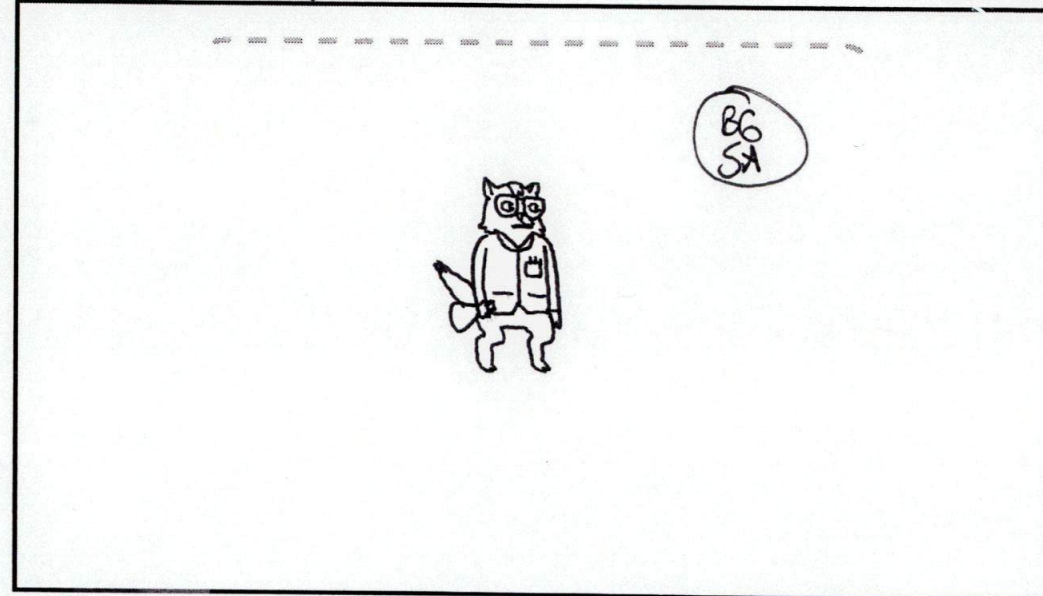
Sc.

44 cont Pnl.

E

Bg.

Page 39
day night



Dialog:

Jake/^(1/5) I won't !

Action:

Timing:

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Production:

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1034/231

ADVENTURE TIME

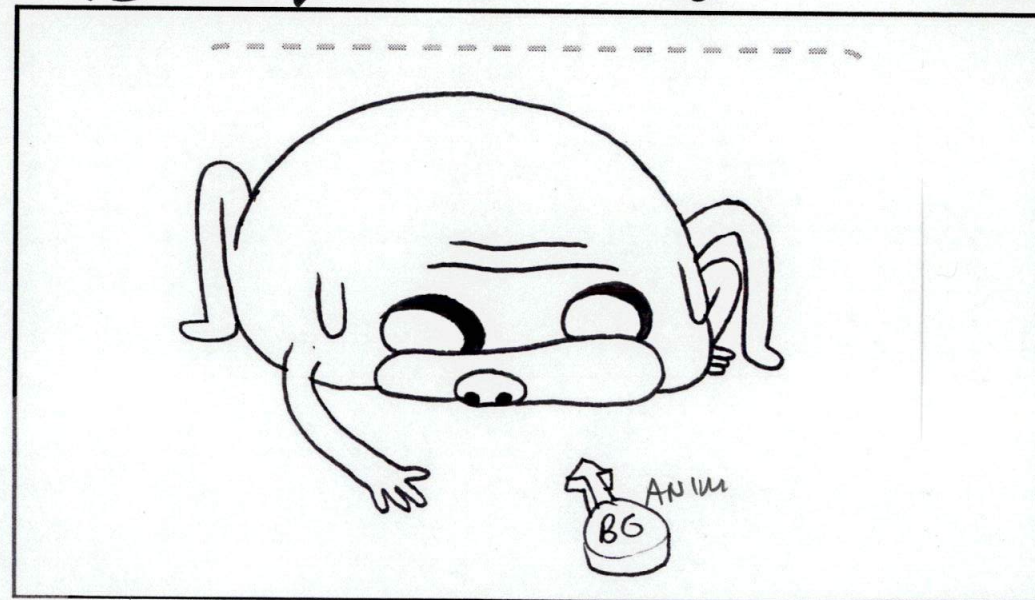
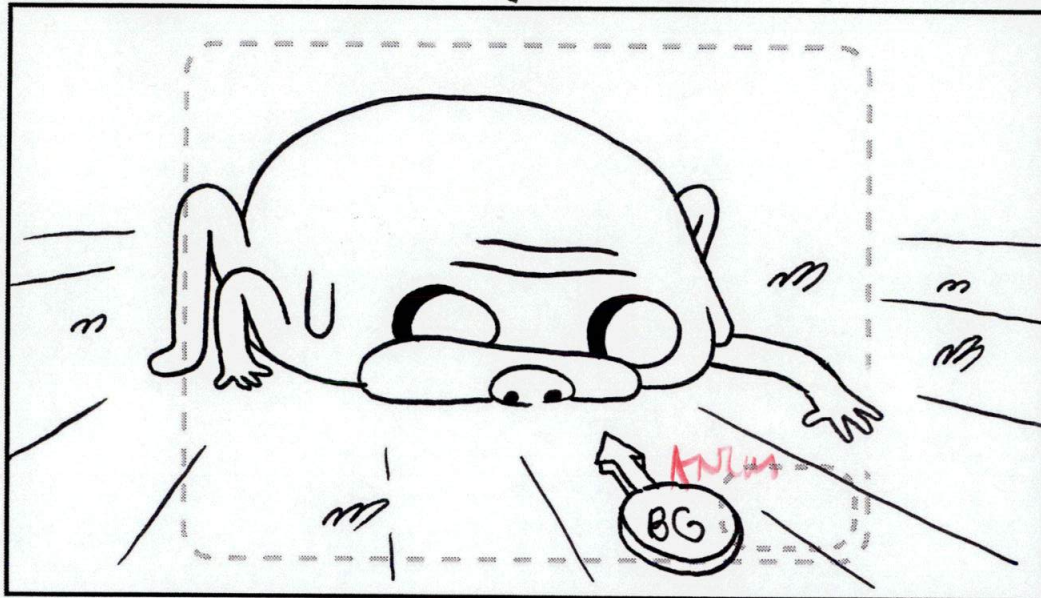


Sc. **45** Pnl. **A** Bg.

day night

Sc. **45 cont** Pnl. **B** Bg.

Page **40**
day night



Dialog:

① sniff sniff

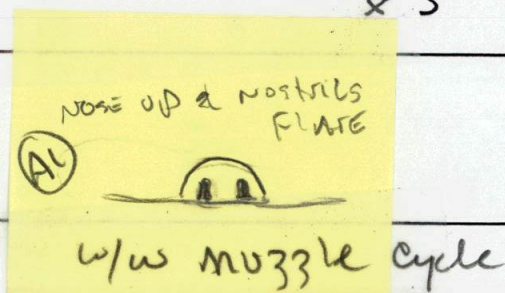
① sniff sniff

Action:

- J. SNIFFS AT GROUND
AS HE CRAWLS.
- BG ANIMATES

↖ cycle ↗
x 3

Timing:



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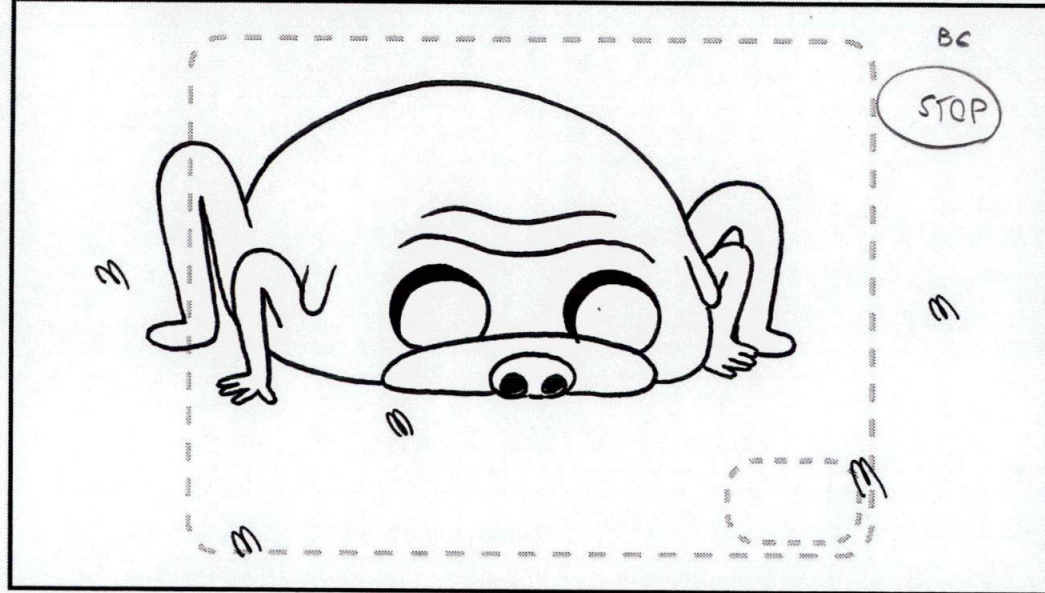
ADVENTURE TIME



NO SC'S 46-47

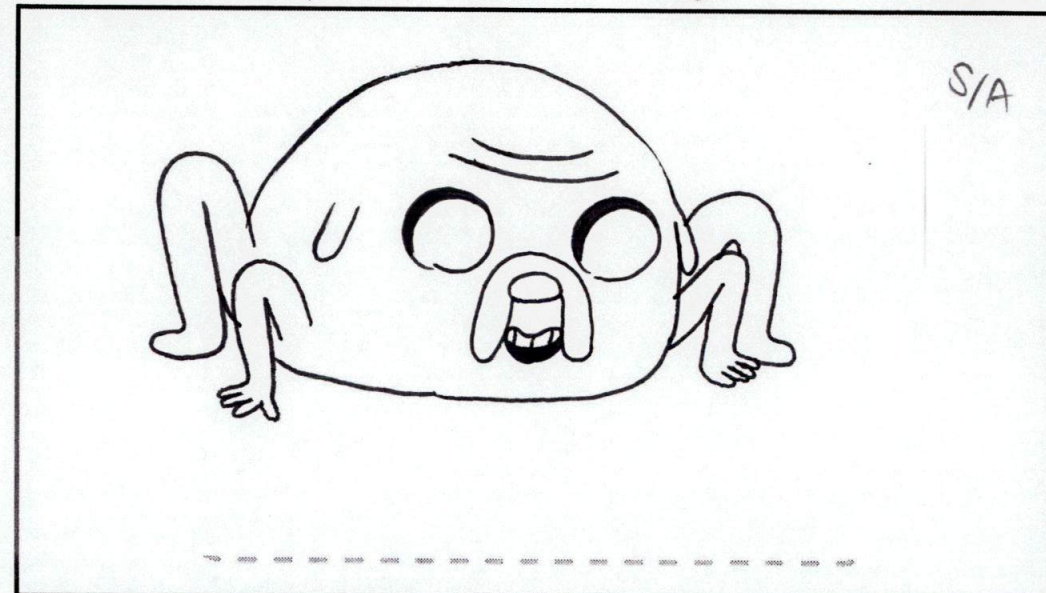
Sc. **45 cont** Pnl. **C** Bg.

day night



Sc. **45 cont** Pnl. **D** Bg.

Page **41**
NO SC'S 42-44
day night



Dialog:

(J) SNIFF
SFX

J/ Ahh! There's that Finn stink.

Action:



Timing:

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Production:

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1034/231

ADVENTURE TIME

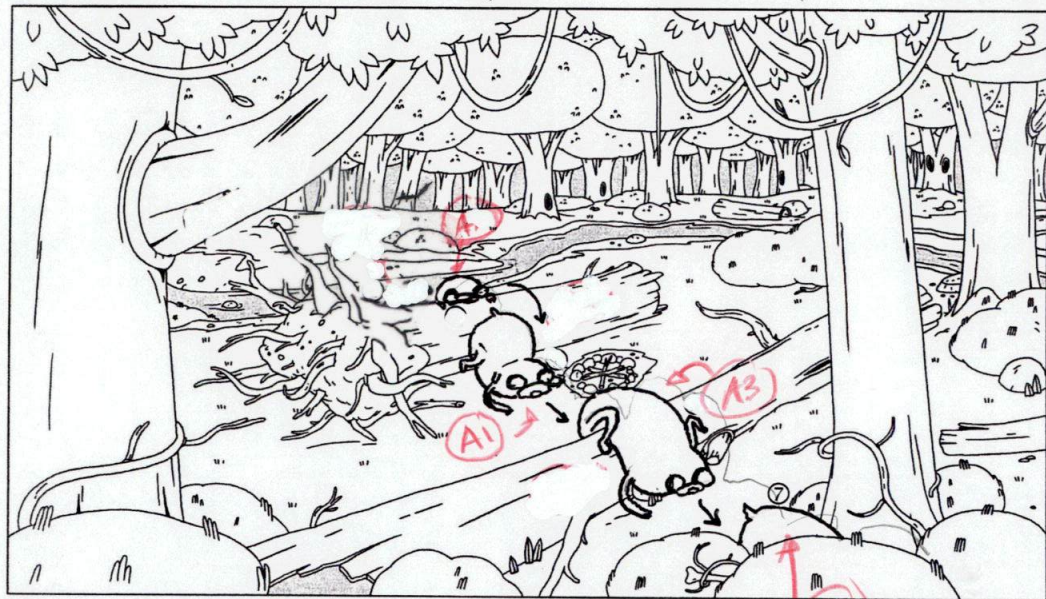


Sc. **48**

Pnl. **A**

Bg.

day night

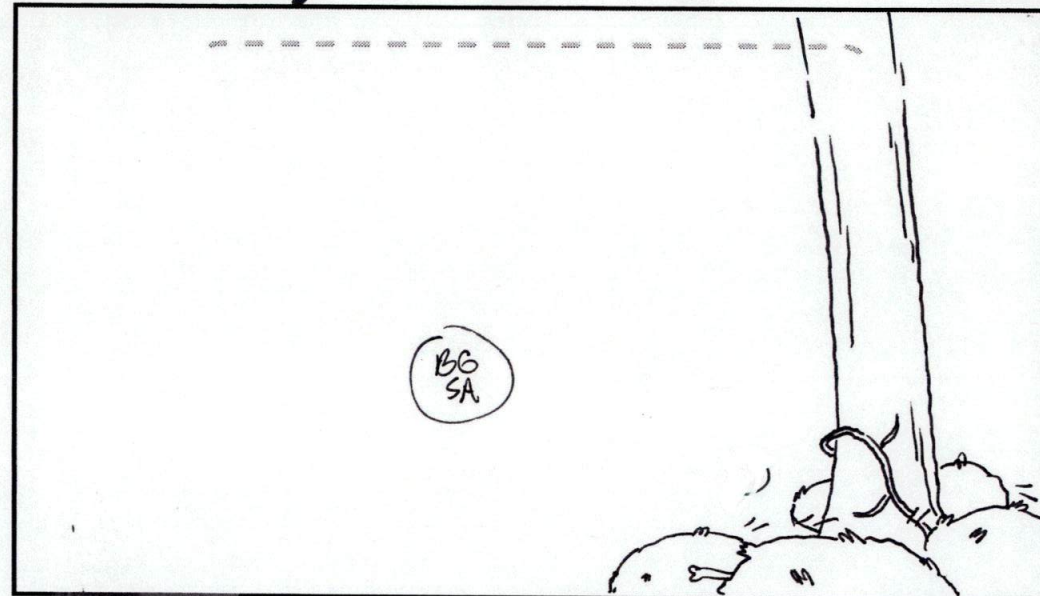


Sc. **48 cont**

Pnl. **B**

Bg.

day night



Page **45**

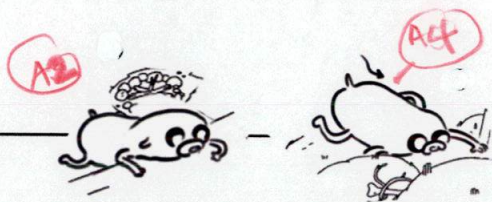
Dialog:

SFX: (distant sound of flute) (J)

SHIFF SHIFF

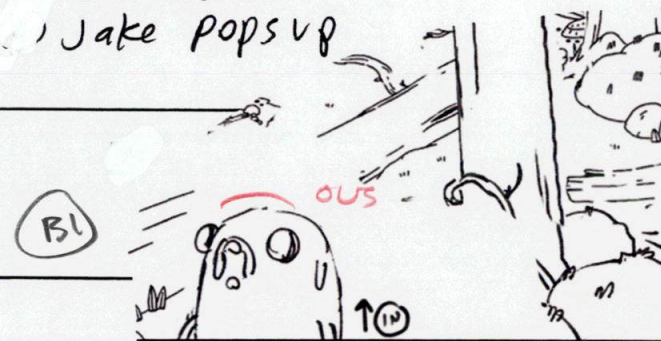
Jake / (2) hrvh (3) whazzzt?
(flute sounds)

Action:



Timing:

Bushes rustle
Jake pops up



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EPISODE # 1034-231

1034/231

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ADVENTURE TIME

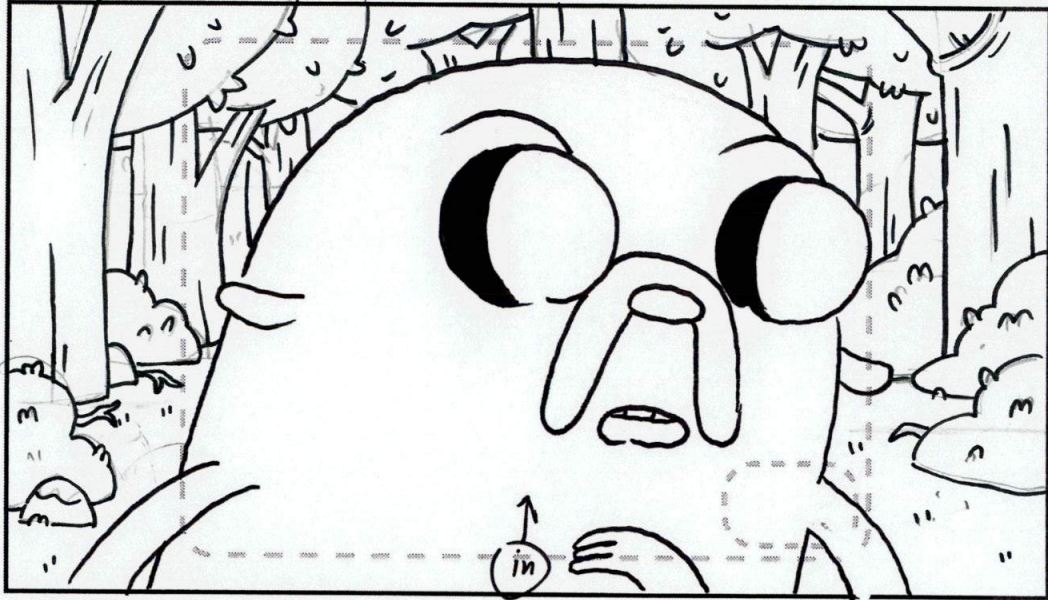


Sc. 49

Pnl. A

Bg.

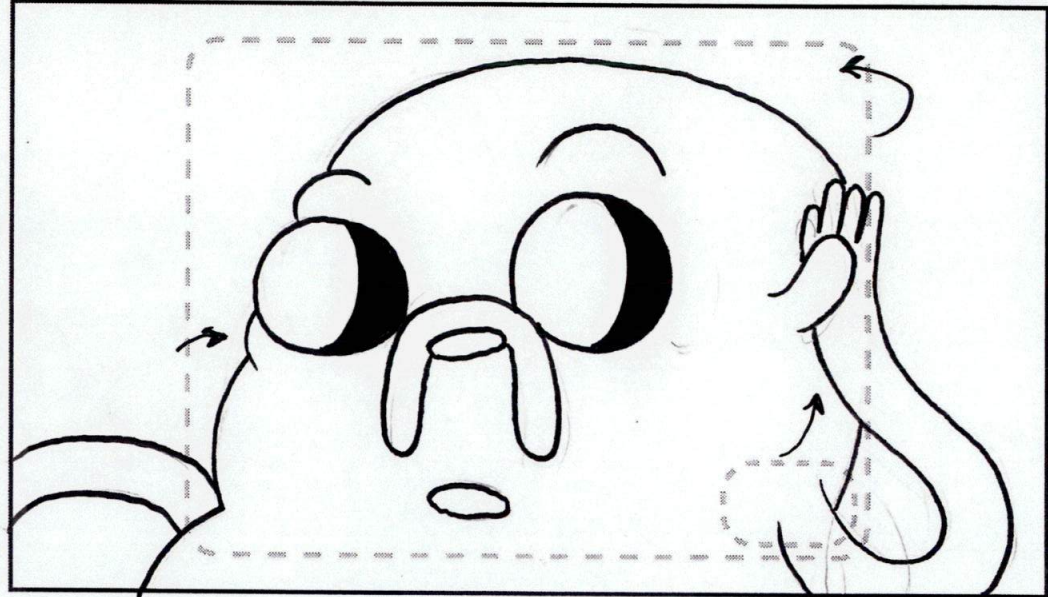
day night



Sc. 49 cont Pnl. B

Bg.

Page 46
day night



Dialog:

J/ sounds like a

J: flute!

(FLUTE SOUNDS) →

- Jake leans in

(A)

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Production:

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1034/231

ADVENTURE TIME



Sc 50

A

p. 47

Sc.

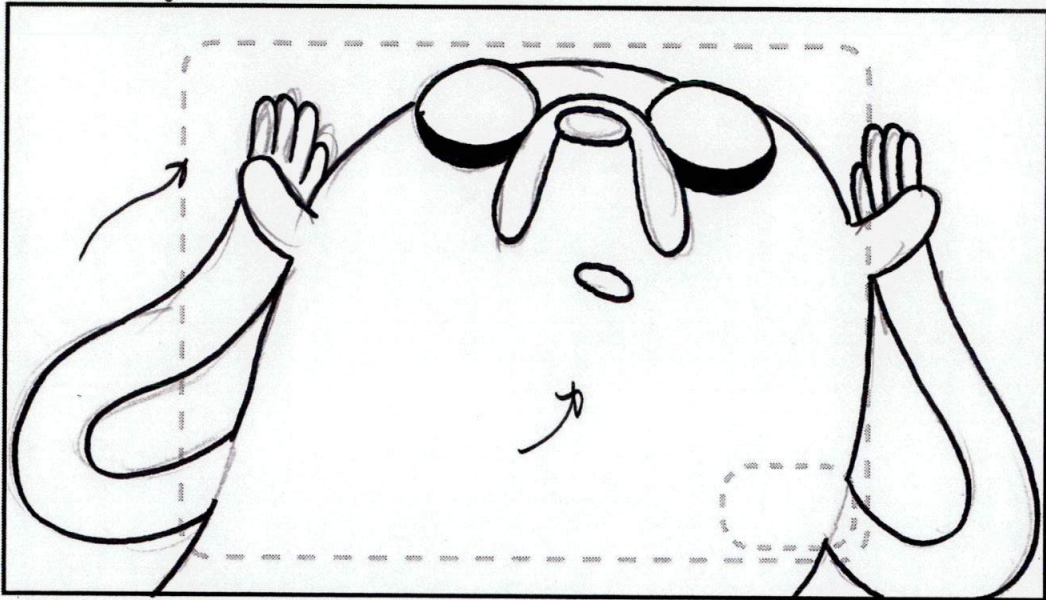
49 CONT

Pnl.

C

Bg.

day night



Dialog:

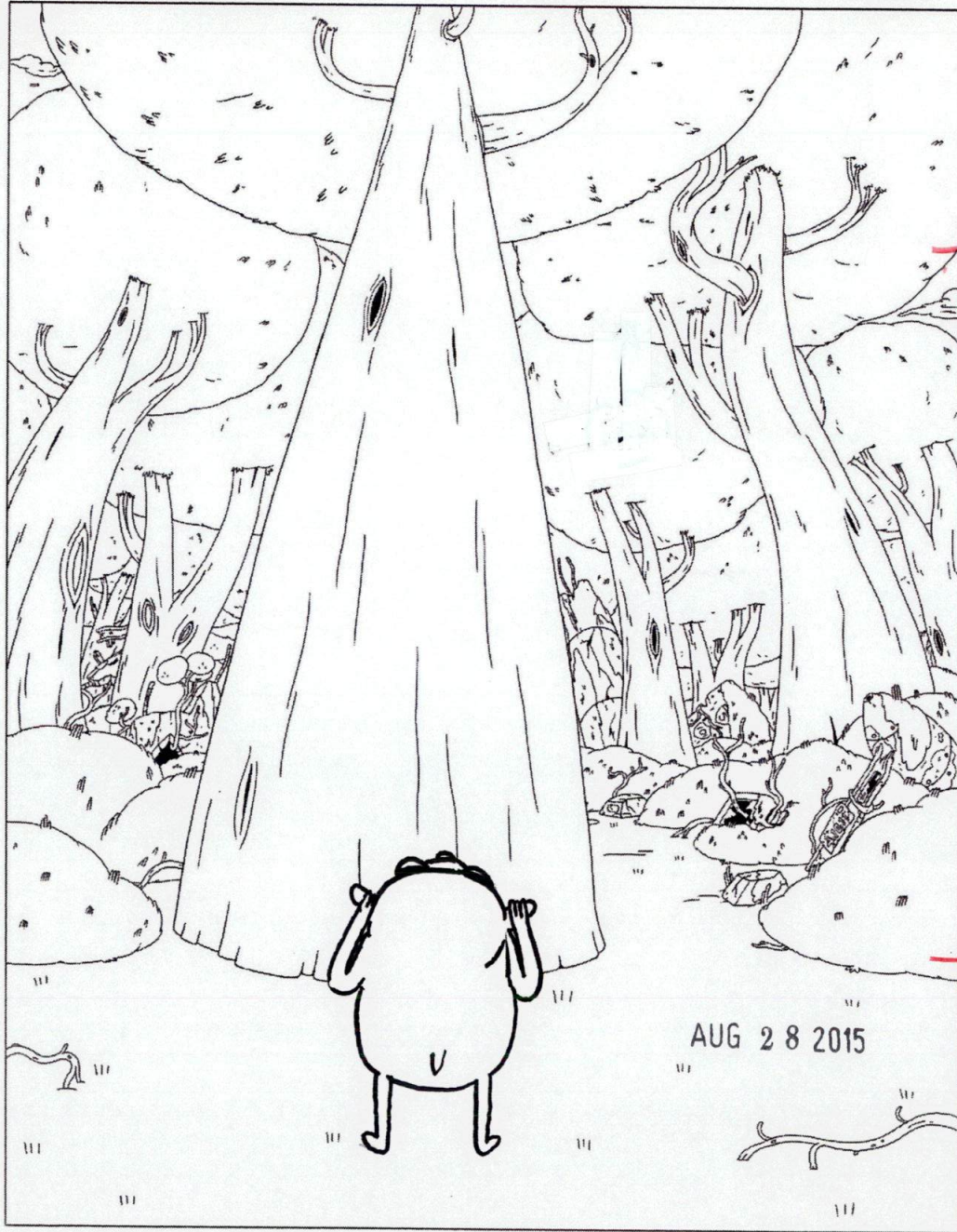
J/ coming from...

Jake/ Above the canopy! →

Action:

- J. Looks UP.
- PAN UP TREE.

Timing:



stop
B

1034-231

EPISODE #

next pan
A

A
start

Production:

1034/231

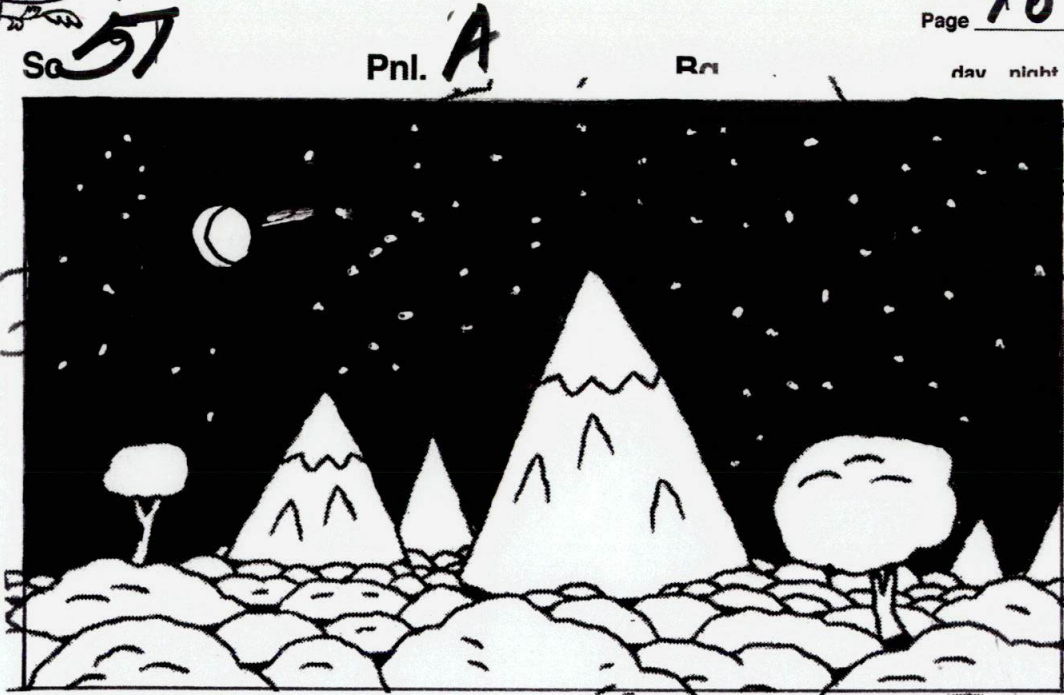
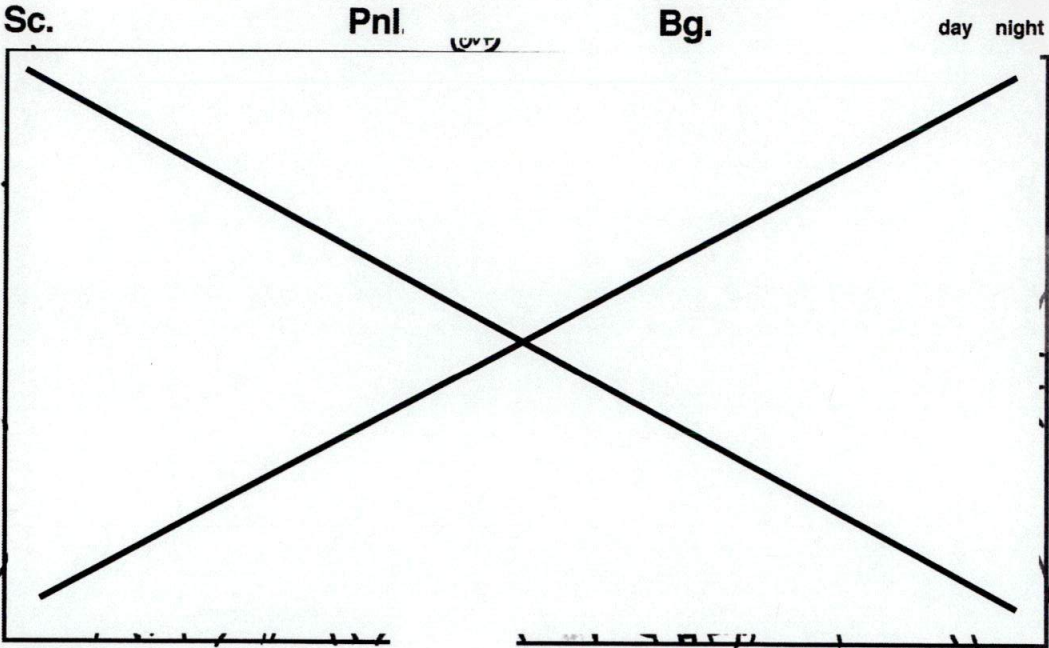
1034/231

1034/231

1034/231

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ADVENTURE TIME



Dialog:
Action:
Timing:

AUG 28 2015

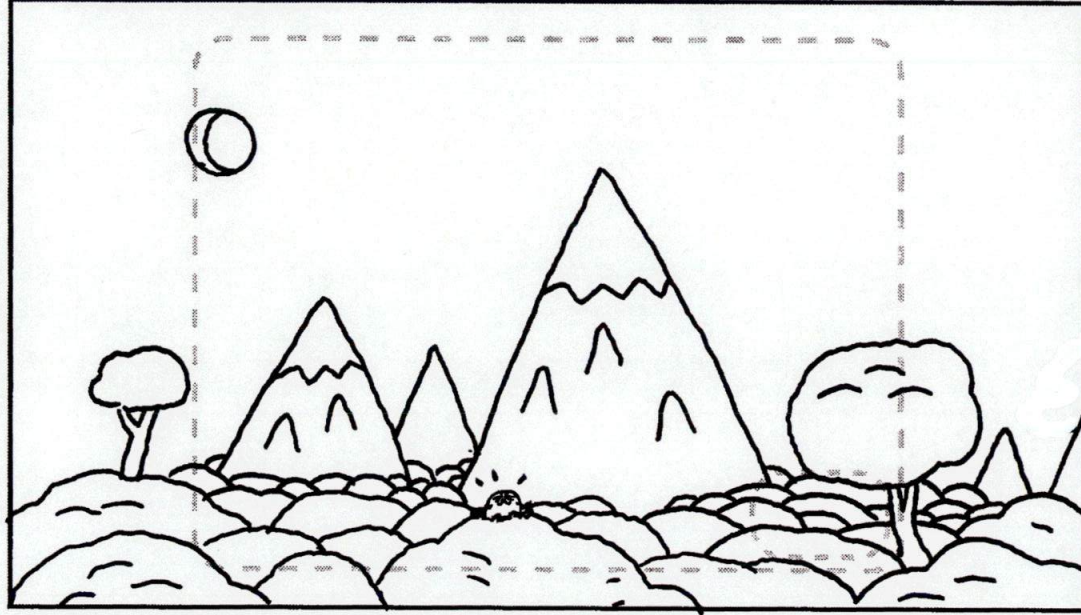
EPISODE # 1034-231
Production:

1034/231

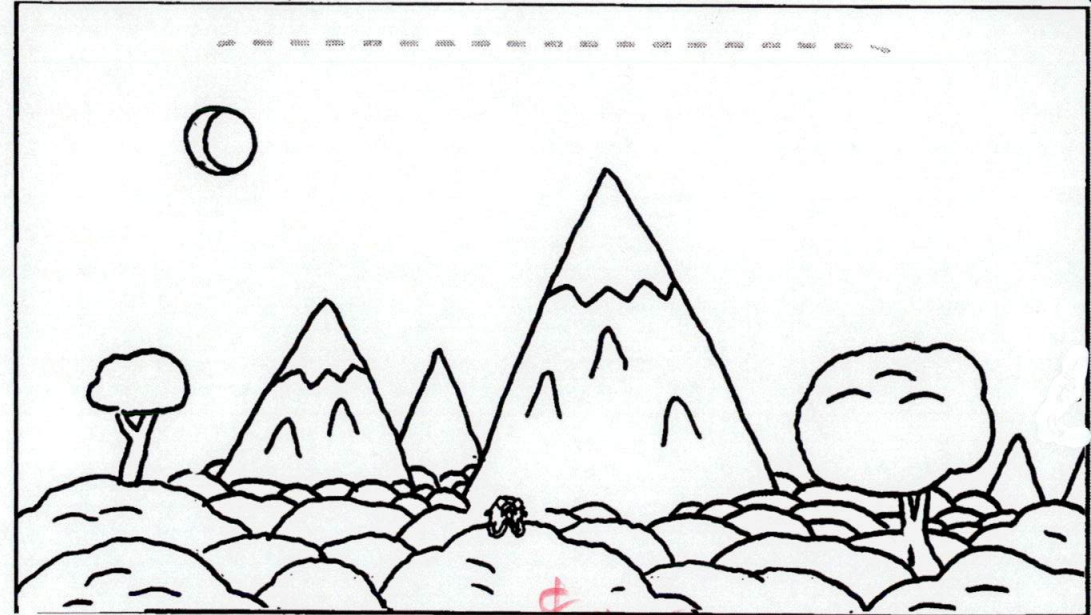
ADVENTURE TIME



Sc. *51 cont* Pnl. *B* Bg. day night



Sc. *51 cont* Pnl. *C* Bg. day night



Dialog:

sfx / POOMPH /

Jake / (3) GASP /

*Diag
truck
out*

Action:

- Jake bursts thru canopy

*- J. looks
AROUND*

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Timing:

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Production:

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Page *49*
49A NEXT

ADVENTURE TIME



Page 49A

TONEXT
day night

Sc. 051 **CONT** Pnl. D

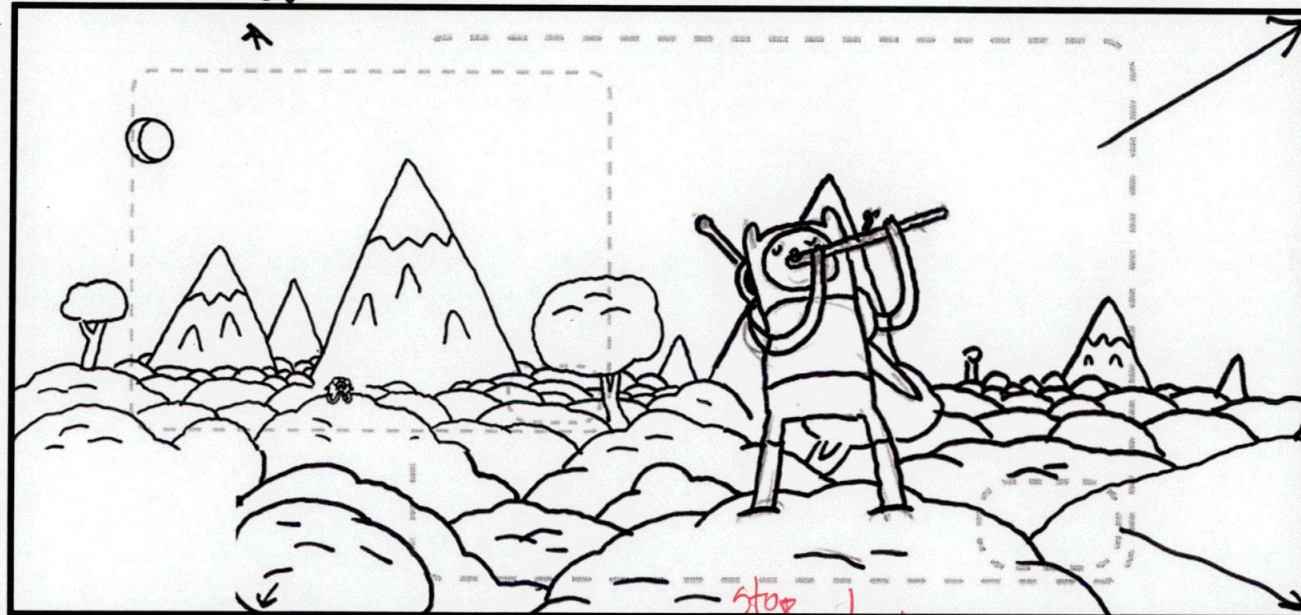
Bg.

day night

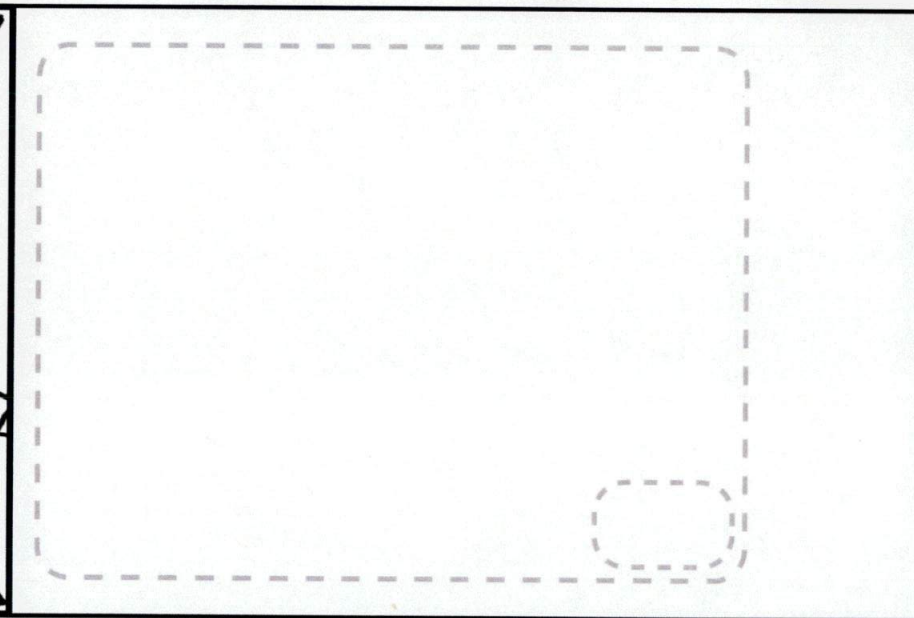
Sc.

Pnl.

Bg.



stop
truck &
out



Dialog:

Action:

Timing:

AUG 28 2015

EPISODE #

Production:

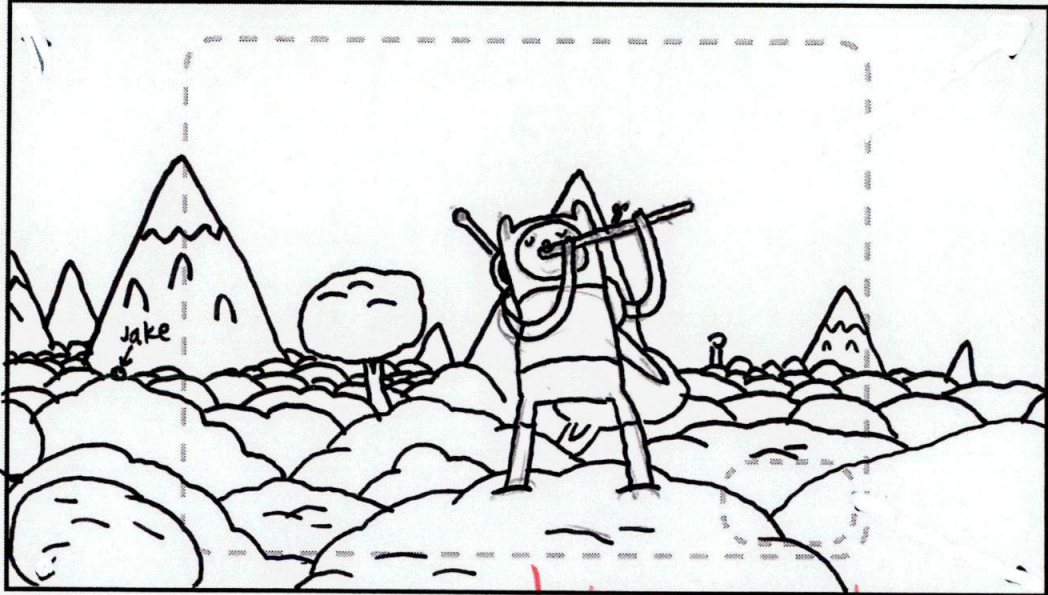
1034/231

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ADVENTURE TIME



Sc. *51 cont* Pnl. E Bg. day night



**start anim turn
of pan sky*

Dialog:	<i>SFX, * FLUTE *</i>
Action:	<i>Track out to Finn playing flute</i>
Timing:	

AUG 28 2015

Sc. *51 cont* Pnl. F Bg. day night



pan sky →

Page *50*
50A NEXT

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1034/231

Production:

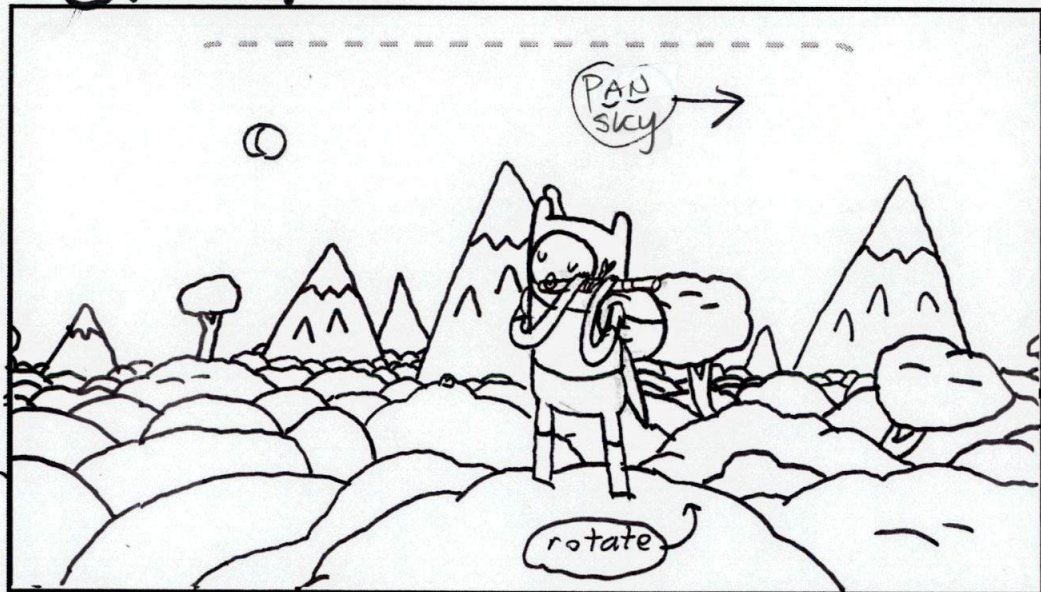
1034/231

ADVENTURE TIME

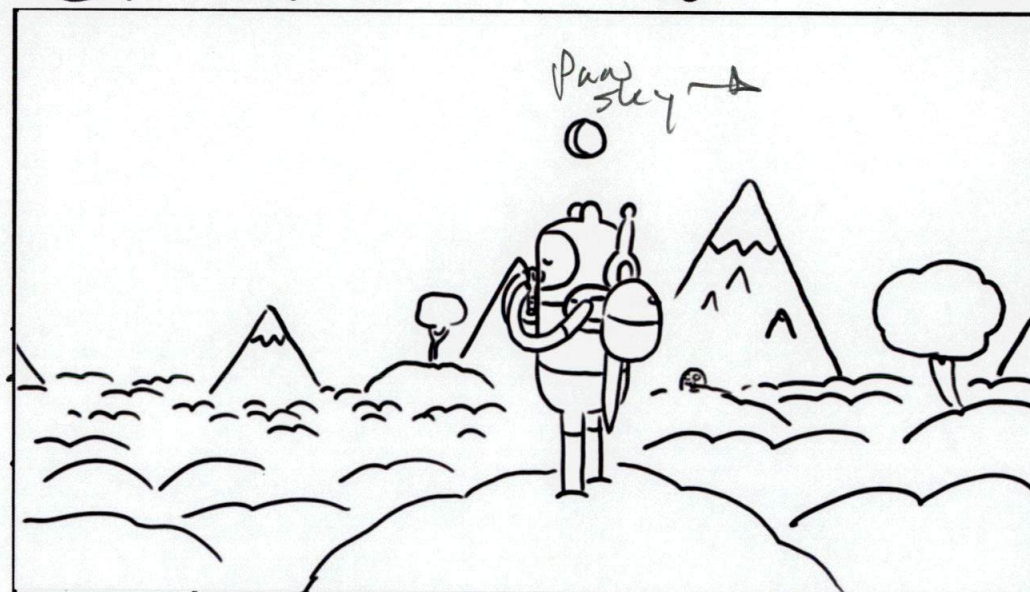


Page **50A**
51 NEXT
day night

Sc. **51 cont** Pnl. **G** Bg. day night



Sc. **51 cont** Pnl. **H** Bg. day night



Dialog:

SFX, * FLUTE *

Action:

- truck out to Finn playing flute

- BG PANS

- FINN / FOREGROUND TREE ANIMATE.

Timing:

AUG 28 2015

EPISODE #

1034-231

Production:

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ADVENTURE TIME

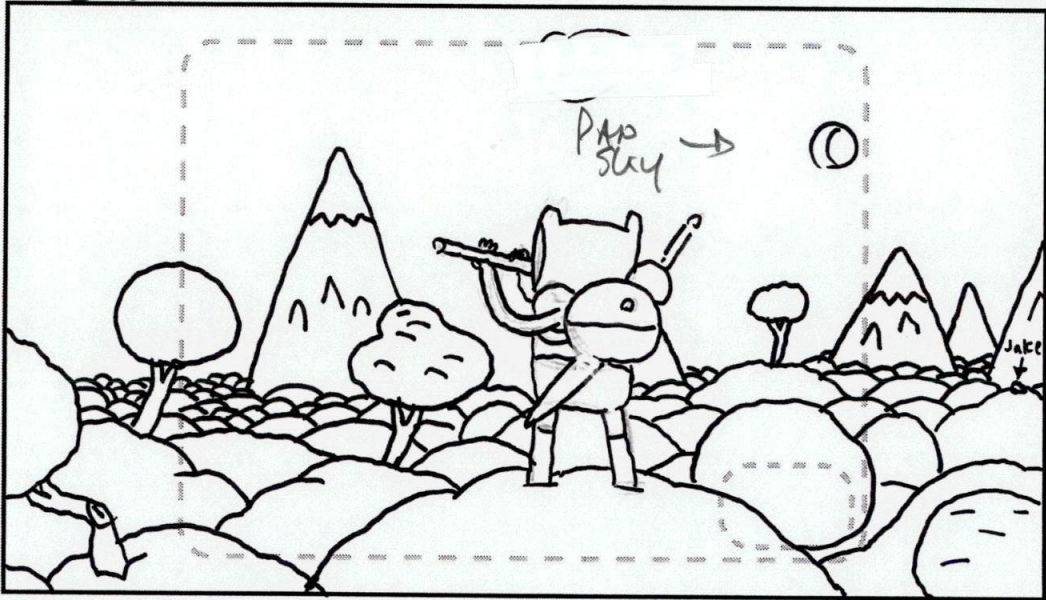


Sc. 51

Pnl. I

Bg.

day night

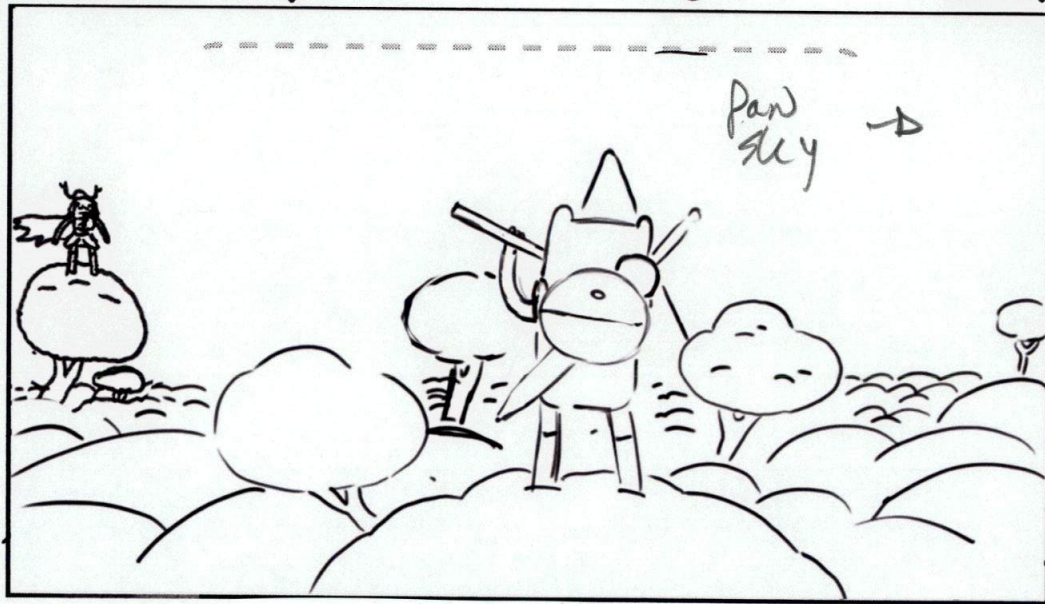


Sc. 51 CONT

Pnl. J

Bg.

day night



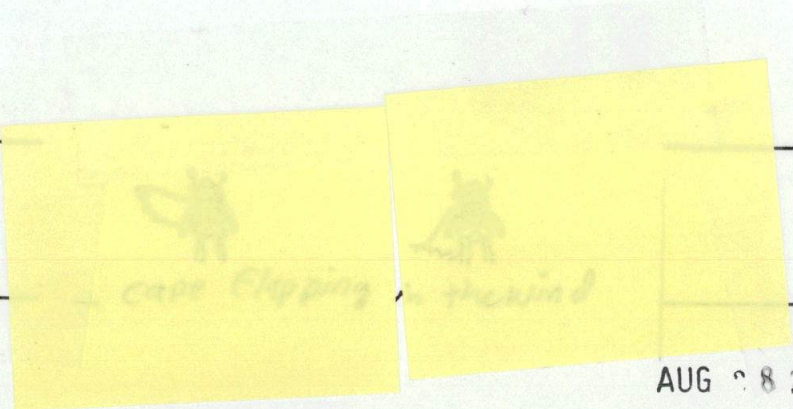
Page 51
51A NEXT

Dialog:

Action:

-PAN AROUND FINN TO REVEAL
HUNTRESS WIZARD

Timing:



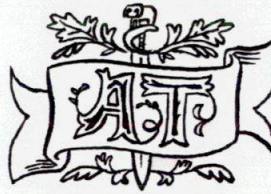
AUG 28 2011

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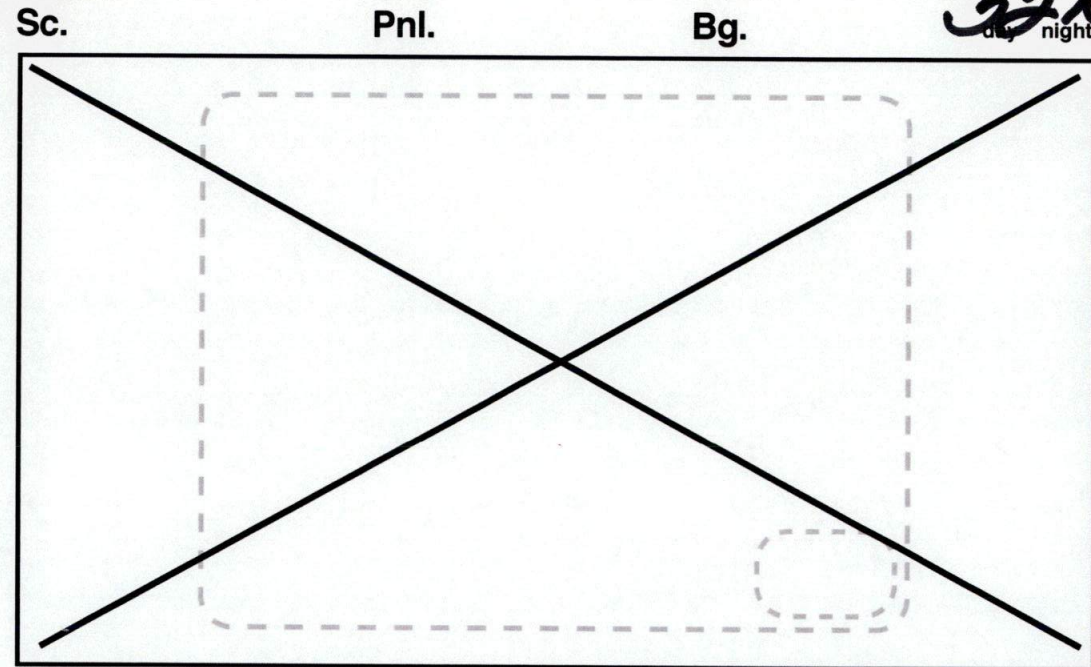
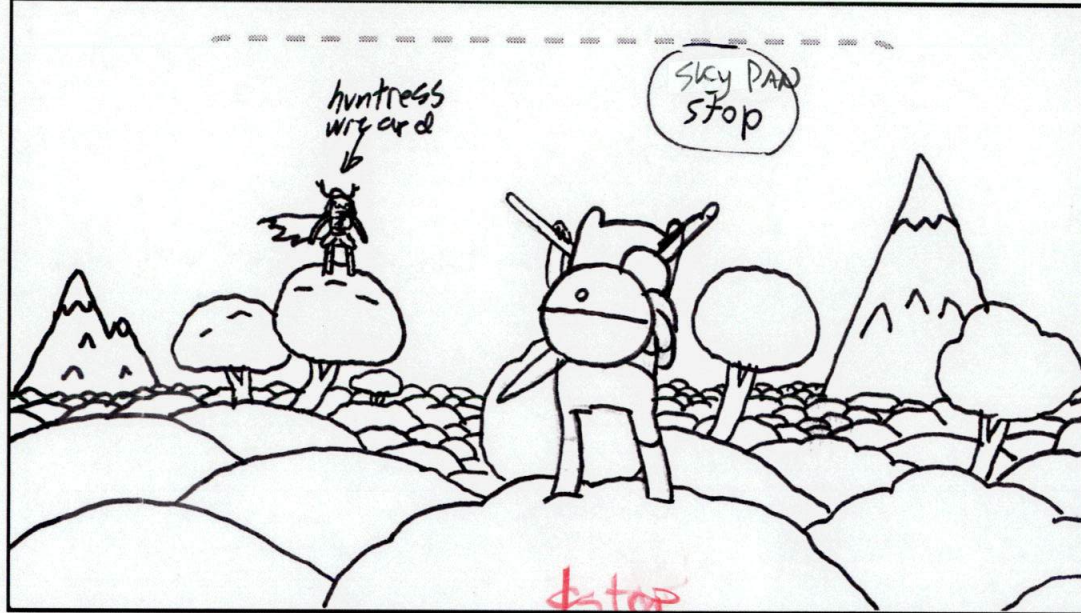
Production:

ADVENTURE TIME



Page 51A
3 NEXT
day night

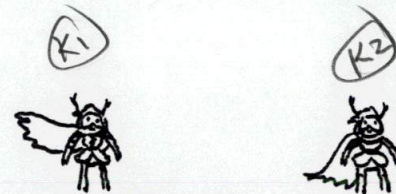
Sc. 051 *cont* Pnl. K Bg. day night



Dialog:

Action:

Timing:



cape Flapping in the wind

AUG 28 2015

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Production:

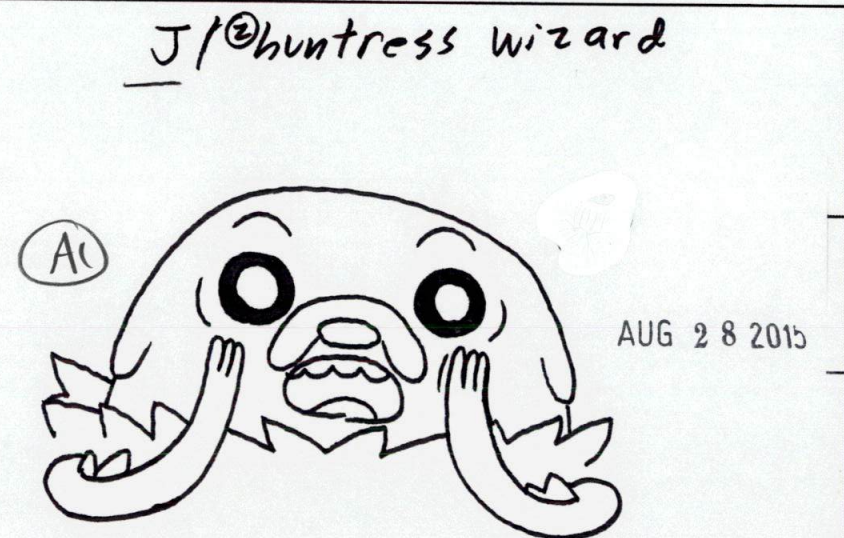
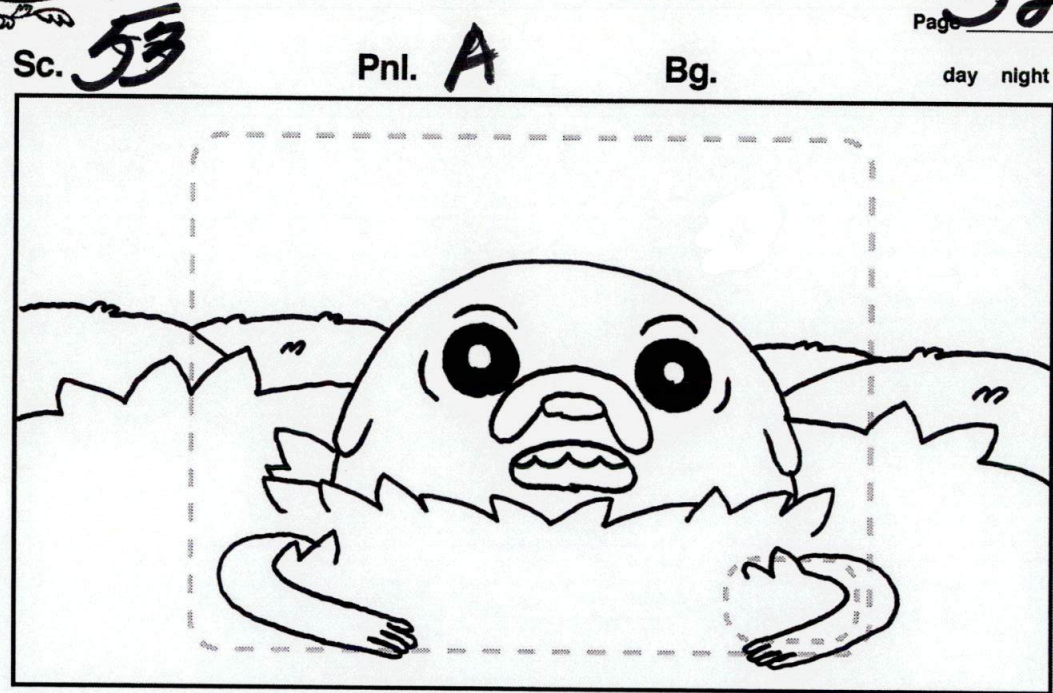
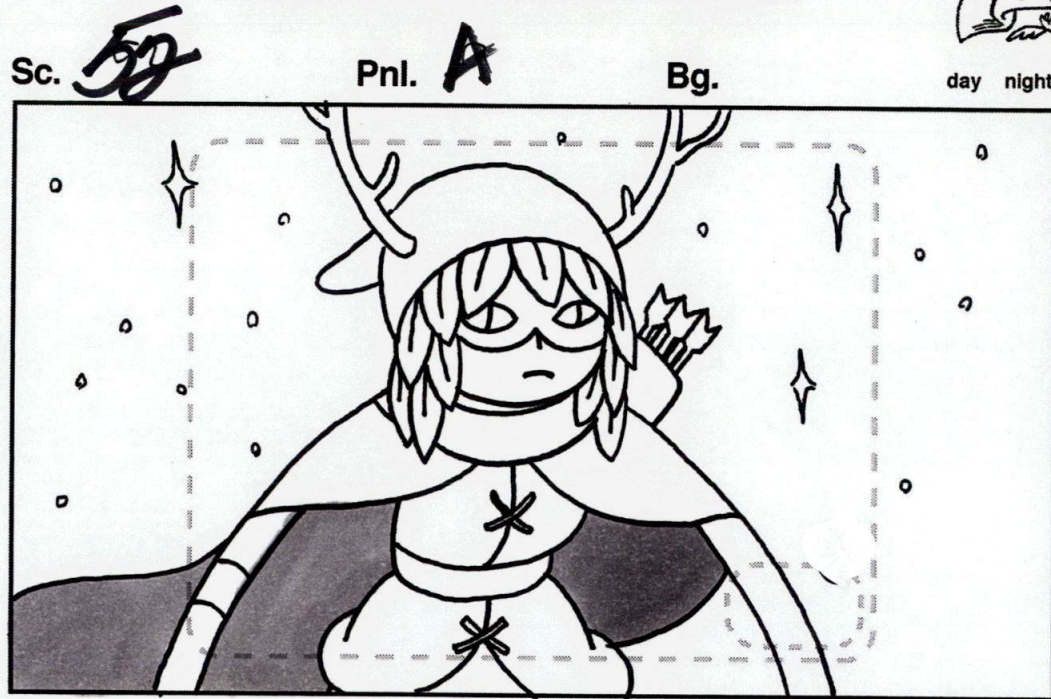
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ADVENTURE TIME



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Production:

ADVENTURE TIME



Sc. **54**

Pnl. **A**

Bg.

day night

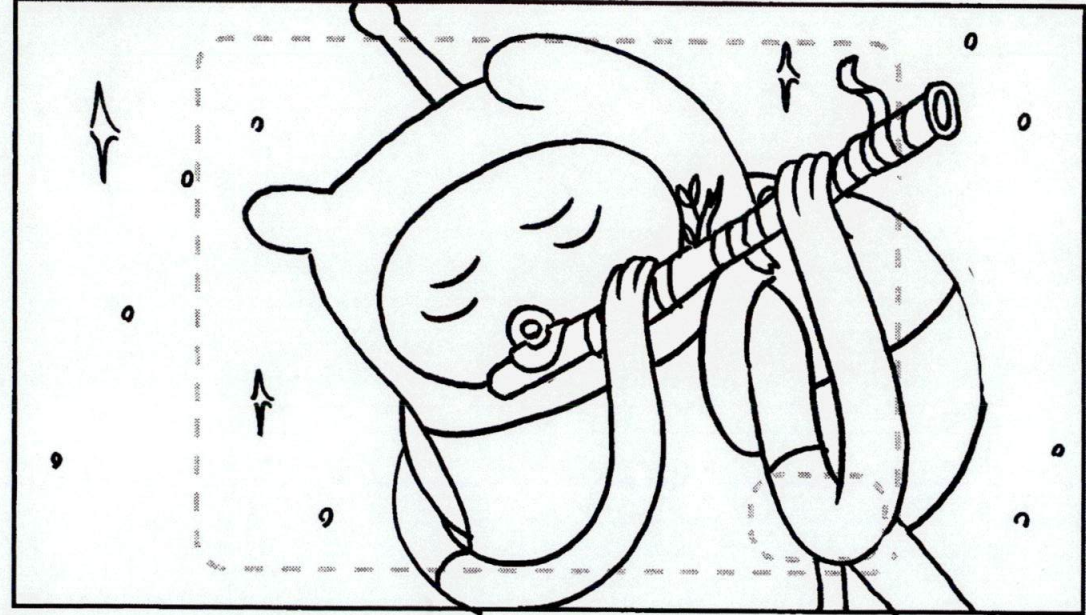


Sc. **55**

Pnl. **A**

Bg.

day night



Dialog:

HUNTRESS
WIZARD

STOP!

Action:

Timing:



SFX:



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1034/231

Production:

1034/231

ADVENTURE TIME

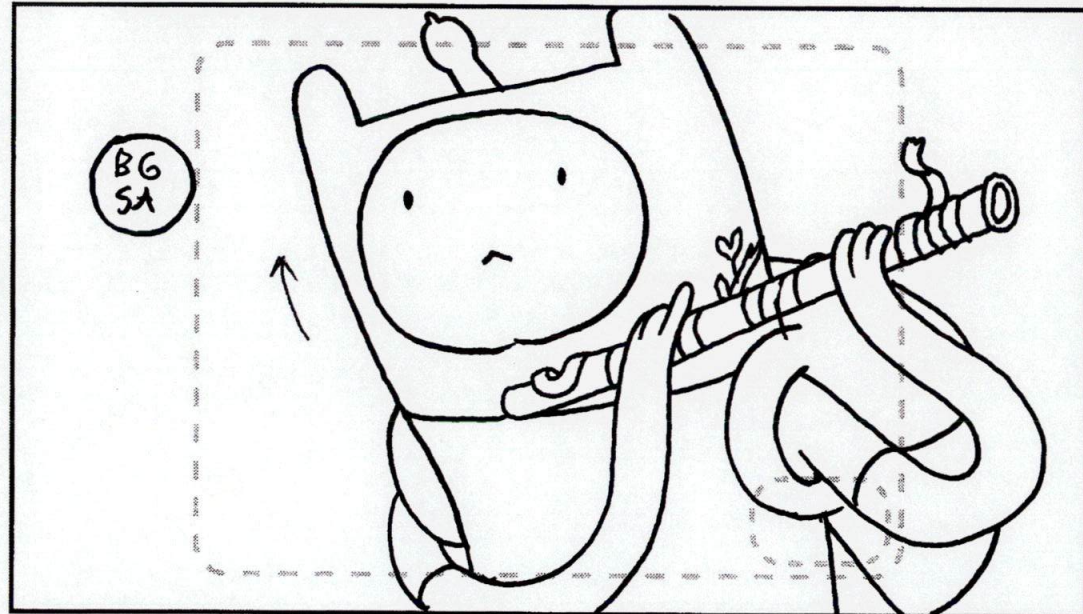


Page **54**

Sc. **55 cont** Pnl. **B**

Bg.

day night

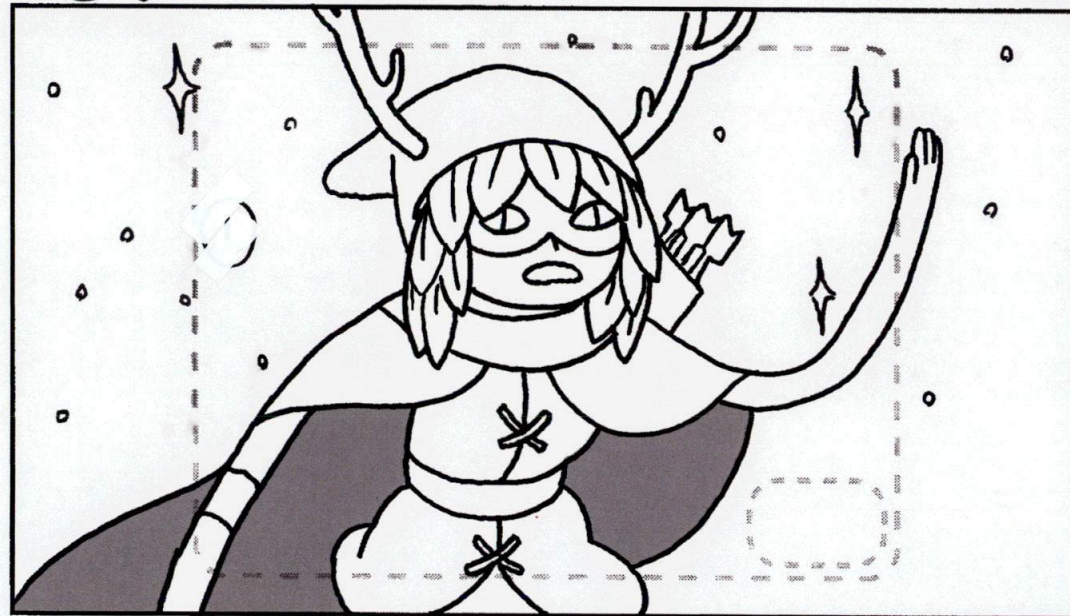


Sc. **56**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- finn stops playing flute

Timing:

HW / This isn't--



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Production:

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ADVENTURE TIME

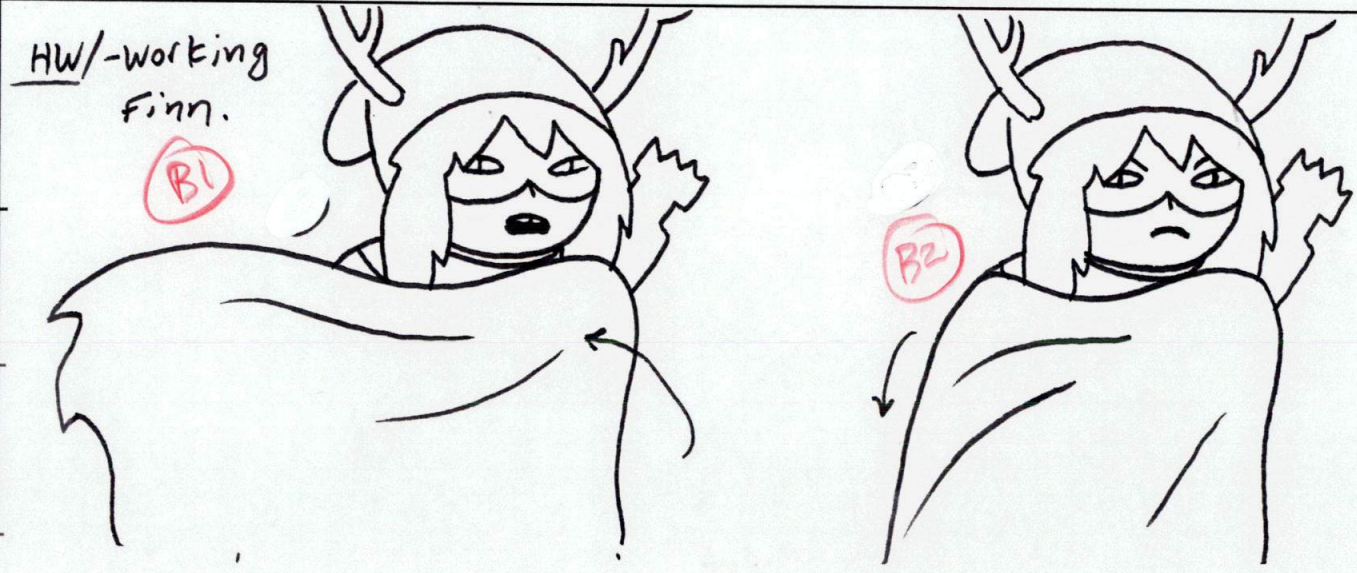
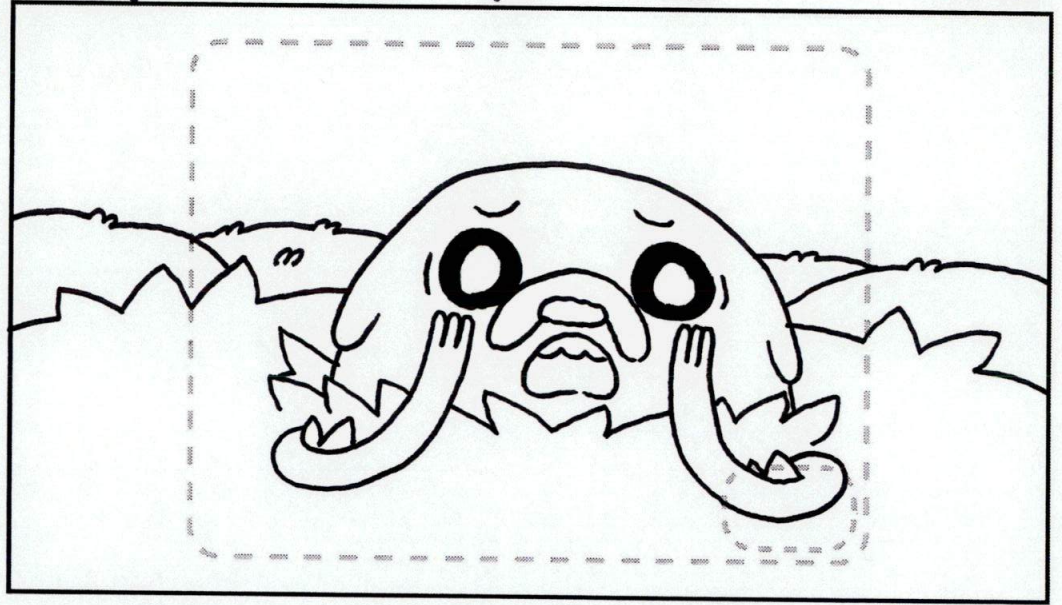


Page **55**

Sc. **56 cont** Pnl. **B** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



J/ woah harsh!
(WHISPER)

HW WRAPS CLOAK AROUND HERSELF.

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Production:

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ADVENTURE TIME

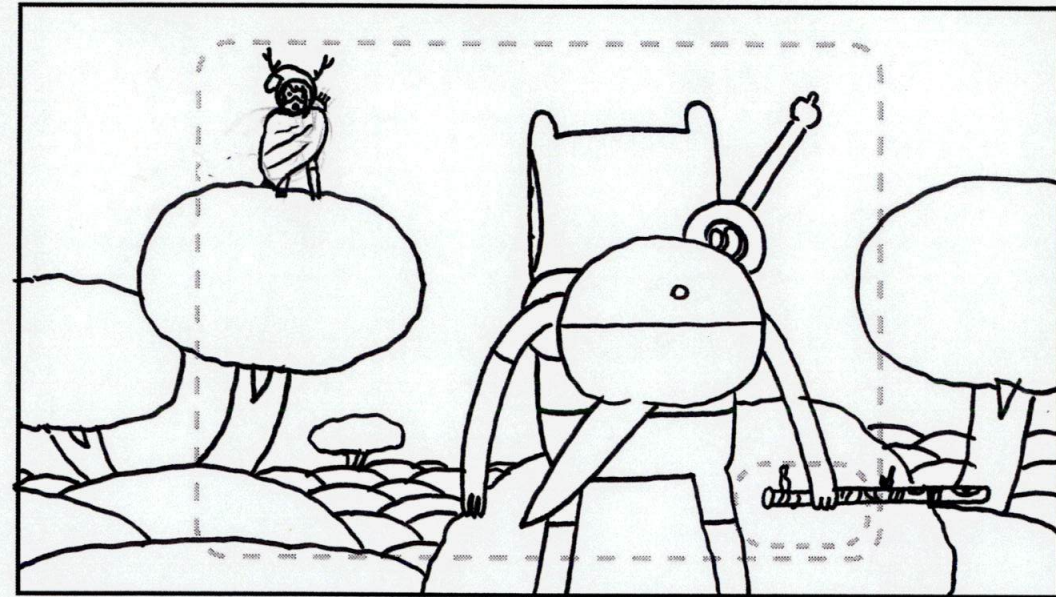


Sc. **58**

Pnl. **A**

Bg.

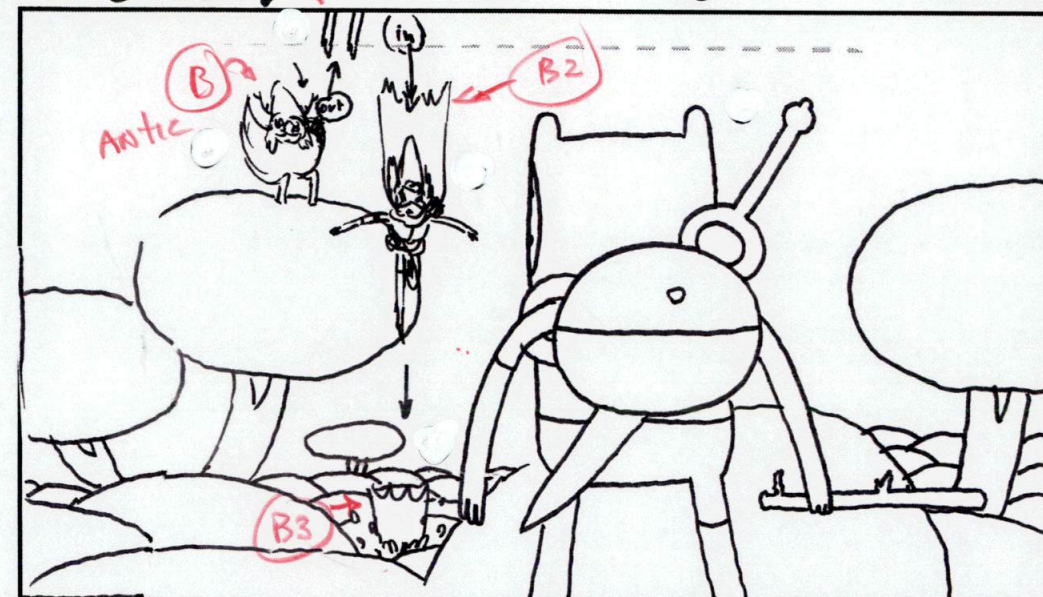
day night



Sc. **58 cont** Pnl. **B**

Bg.

day night



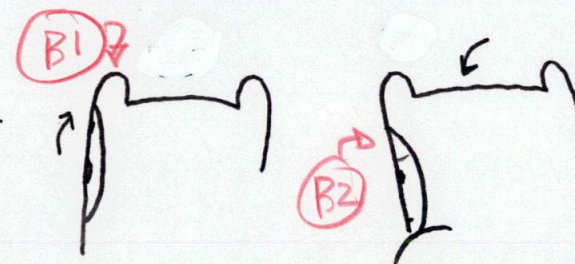
Dialog:

Action:

-HW LEAPS OFF TREE
AND THROUGH
CANOPY.

Timing:

SFX: * SKSHH *



Finn follows
HW with his
eyes.

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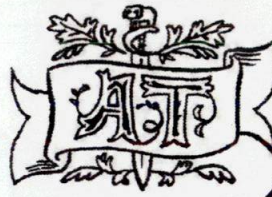
Production:

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ADVENTURE TIME

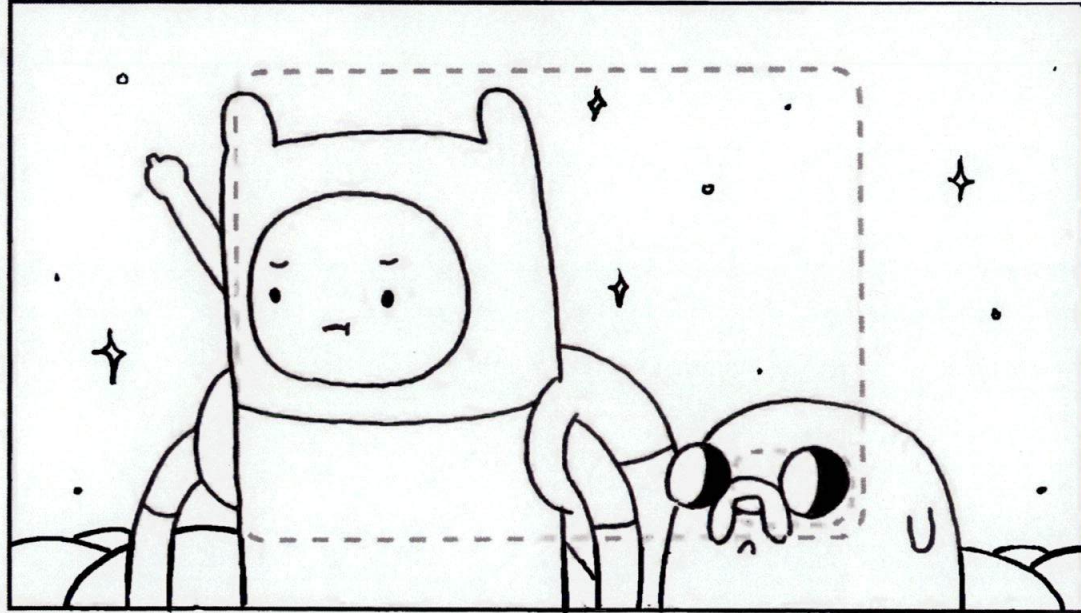


Sc. **59**

Pnl. **A**

Bg.

day night

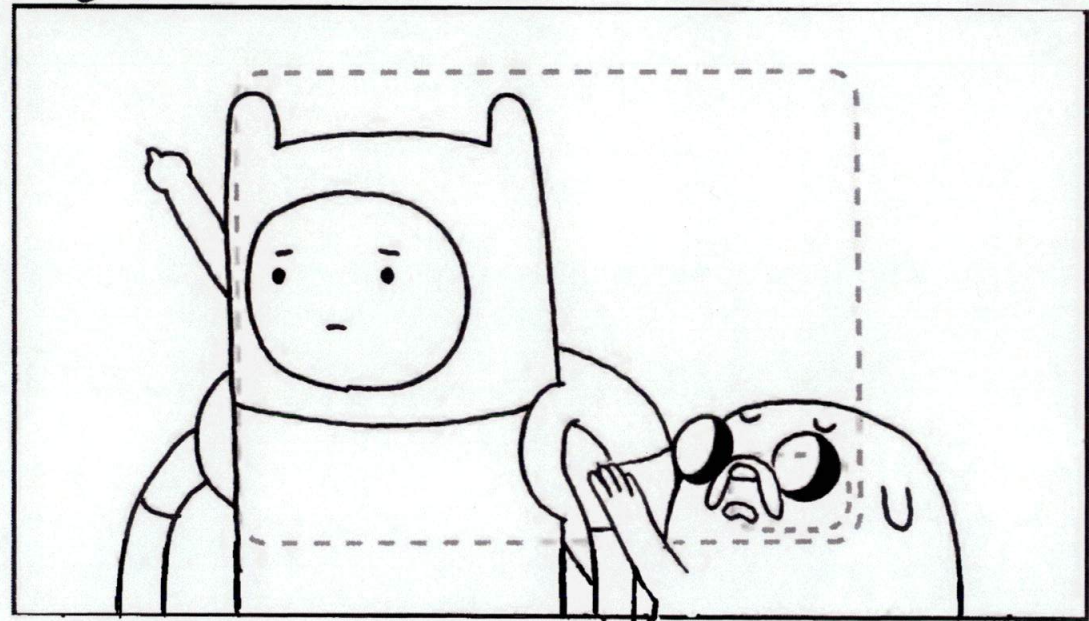


Sc. **59 cont**

Pnl. **B**

Bg.

Page **57**
day night



Dialog:

Jake/ Dude -

Action:



- f. LOOKS UP.

Timing:

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ADVENTURE TIME



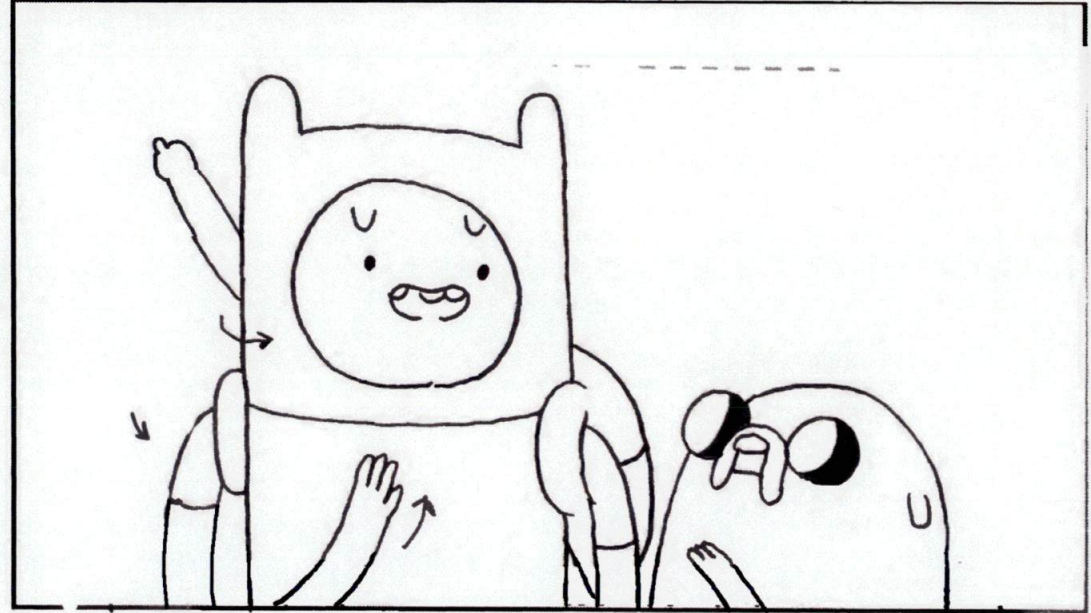
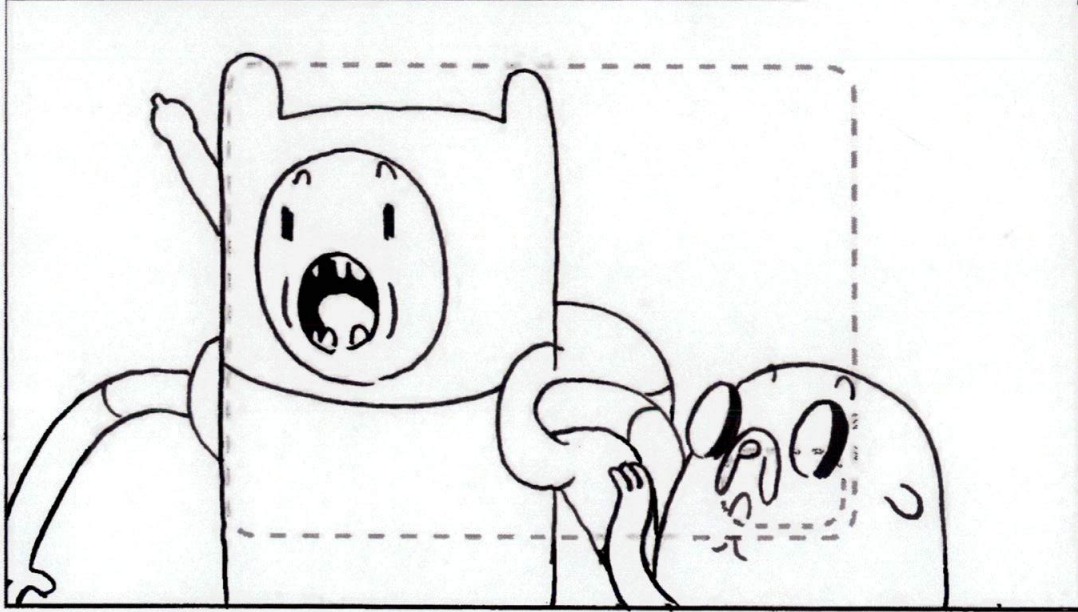
Page **58**

Sc. **59 cont** Pnl. **C** Bg.

day night

Sc. **59 cont** Pnl. **D** Bg.

day night



Dialog: Finn / AIEE !!

Finn / Oh hi Jake.

Action:

Timing:

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Production:

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ADVENTURE TIME



Sc. **59 cont** Pnl. **E**

Bg.

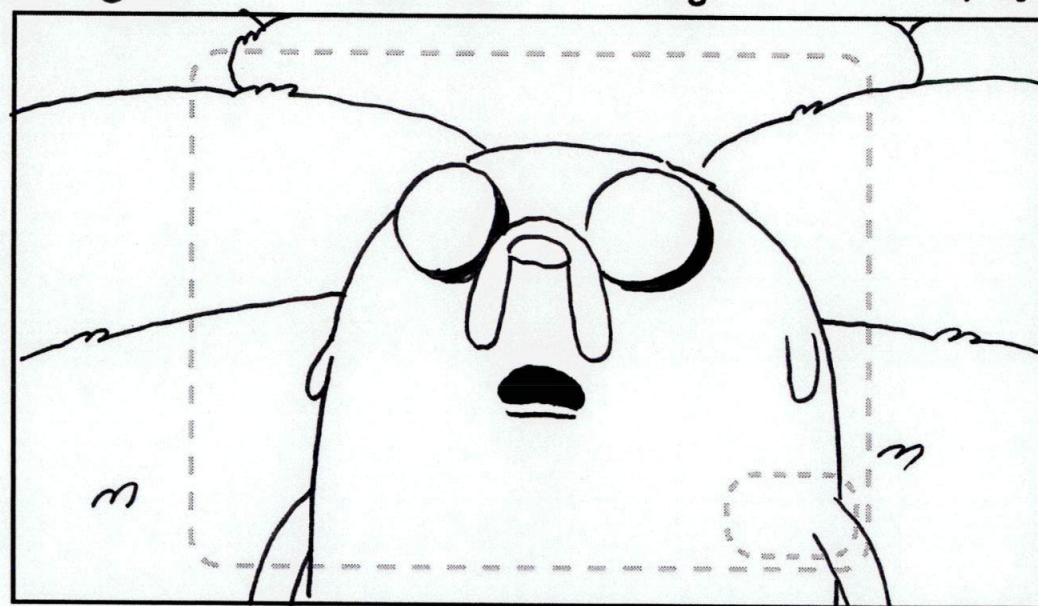
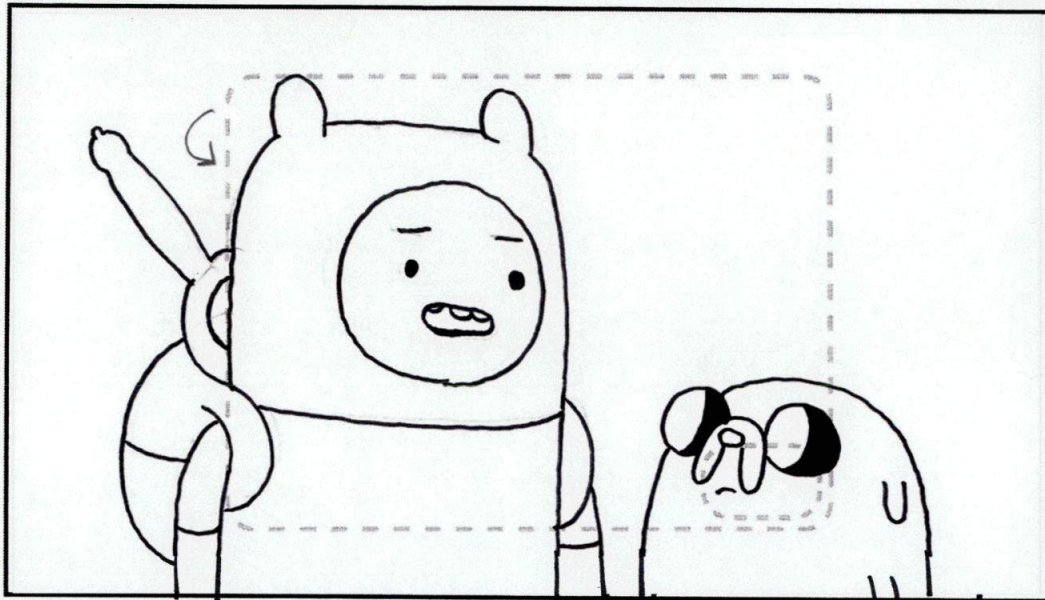
day night

Sc. **60**

Pnl. **A**

Bg.

Page **59**
day night



Dialog: F/ what're you doing here?

Jake/ Well I wanted to check out your new lady friend

Action:

Timing:

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Production:

1034/231

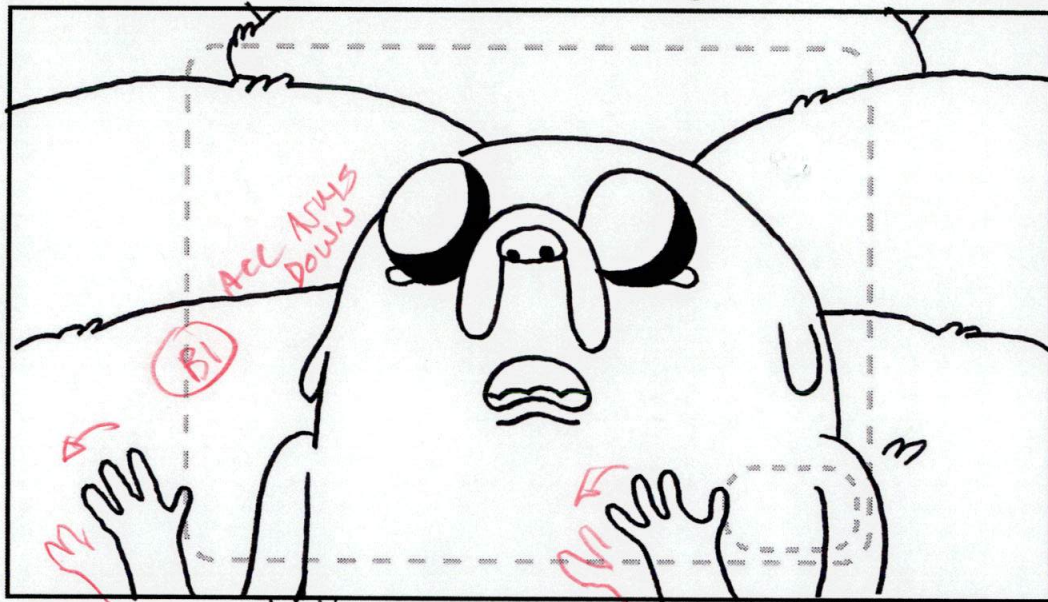
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ADVENTURE TIME



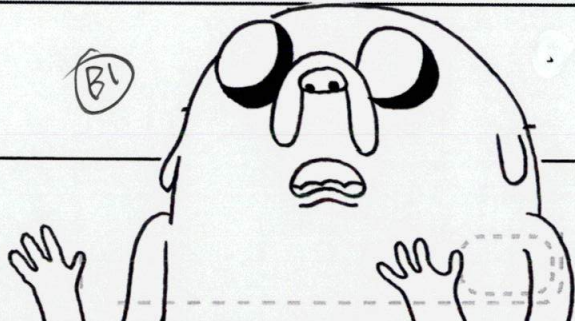
Sc. **60 cont** Pnl. **B** Bg. day night



Dialog: Jake / But I guess she just dumped
you like a diaper in the dirt bro.

Action:

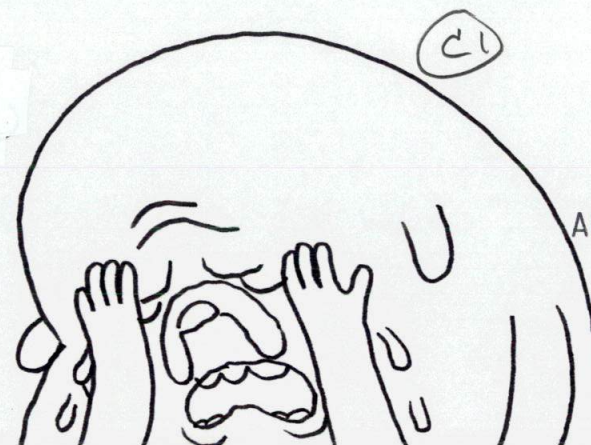
Timing:



Sc. **60 cont** Pnl. **C** Bg. day night



Jake / I'm sorry man ! :BWU-HUH !:



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Production:

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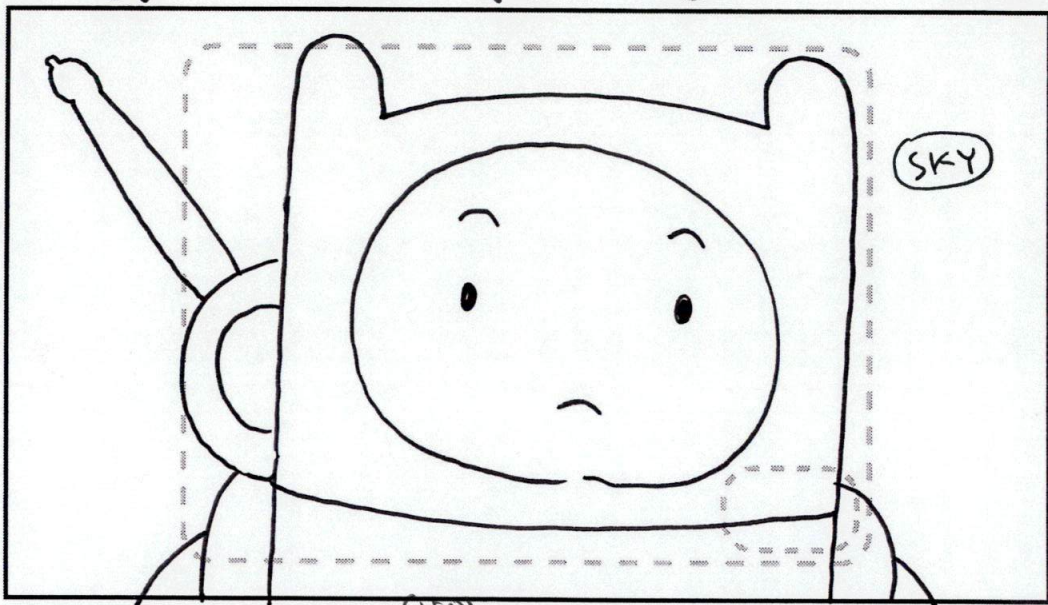
1034/231

ADVENTURE TIME

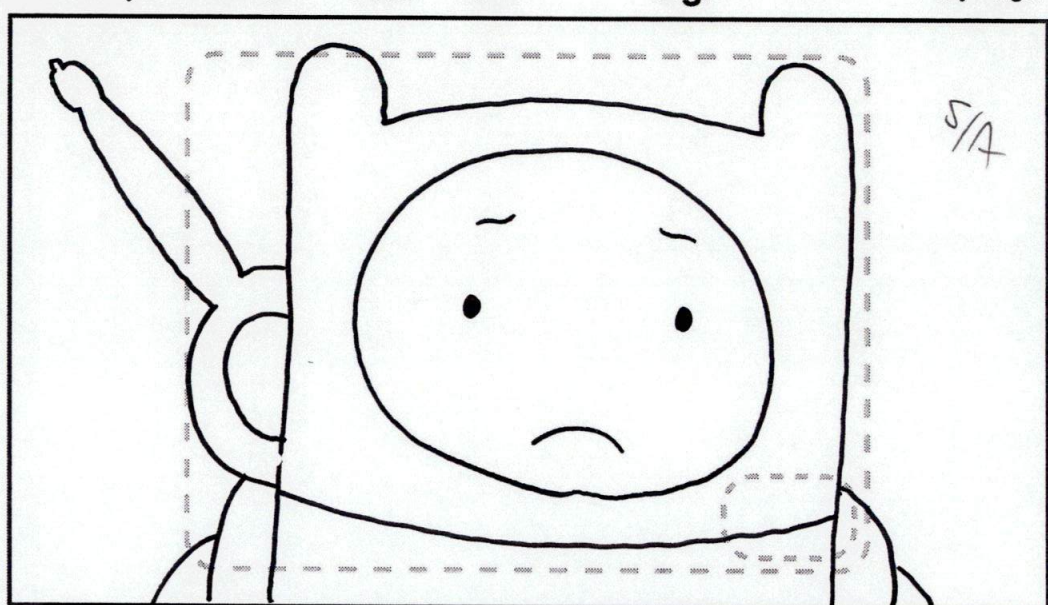


Page **61**

Sc. **61** Pnl. **A** Bg. day night



Sc. **61/cont** Pnl. **B** Bg. day night



Dialog: Jake (crying) o/s. I want you to have a healthy relationship with someone cool!

Action:

Timing:

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Production:

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1034/231

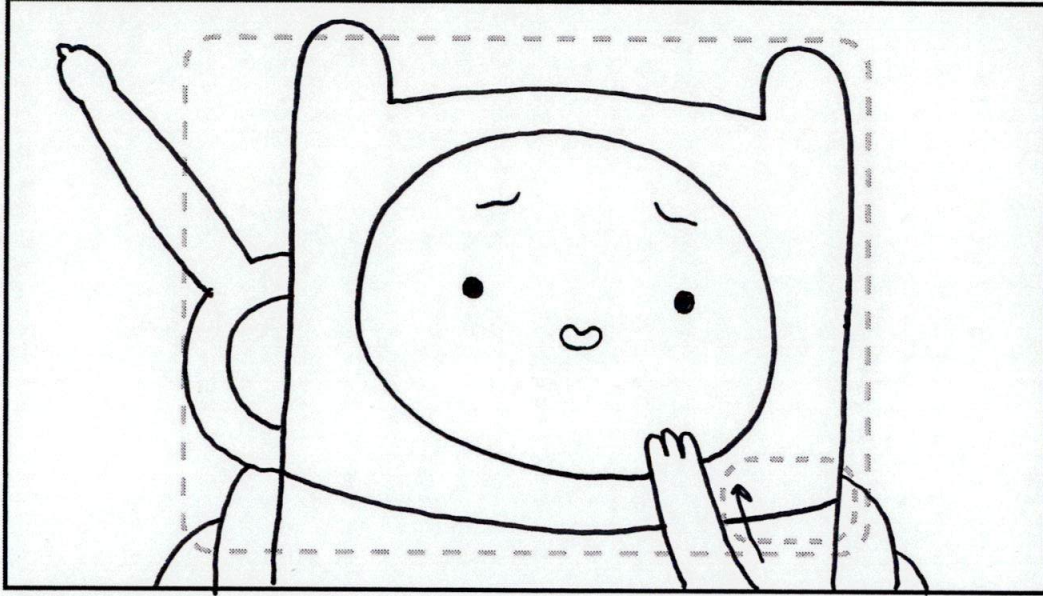
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ADVENTURE TIME



Page **62**
day night

Sc. **61 cont** Pnl. **C** Bg.

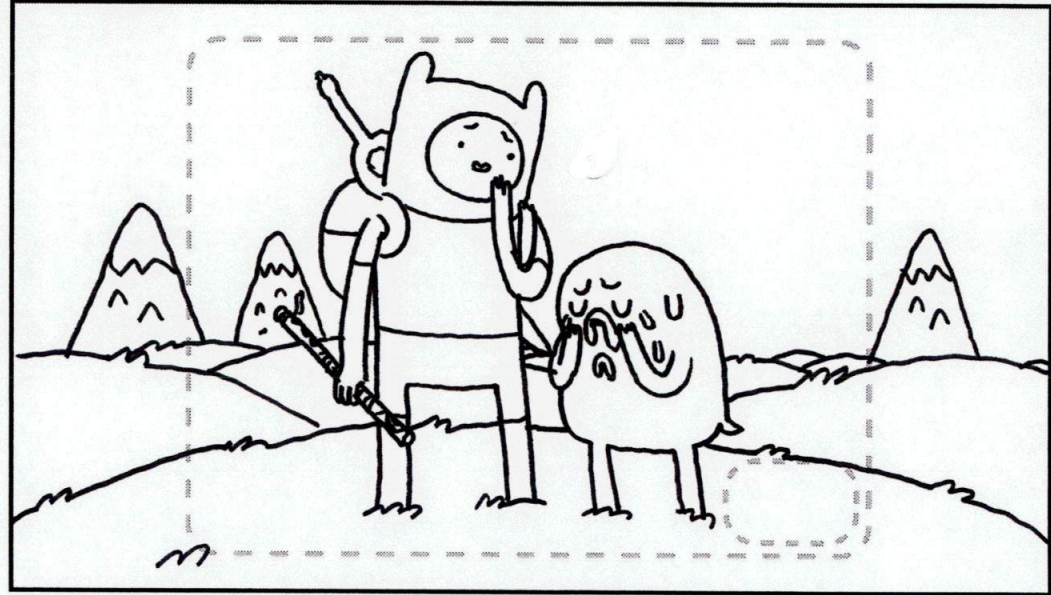


day night

Sc. **62**

Pnl. **A** Bg.

day night



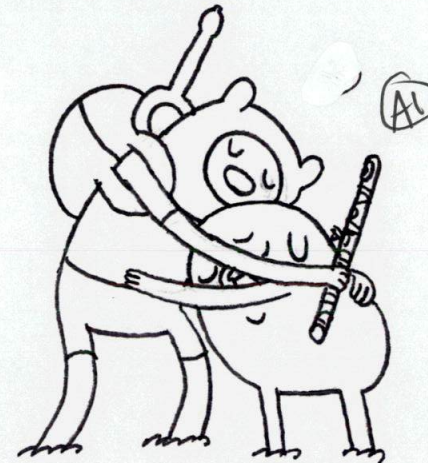
Dialog: F/ That's so sweet Jake!

F/ AI I love you man

Action:

-F. HUGS J.

Timing:



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1034/231

Production:

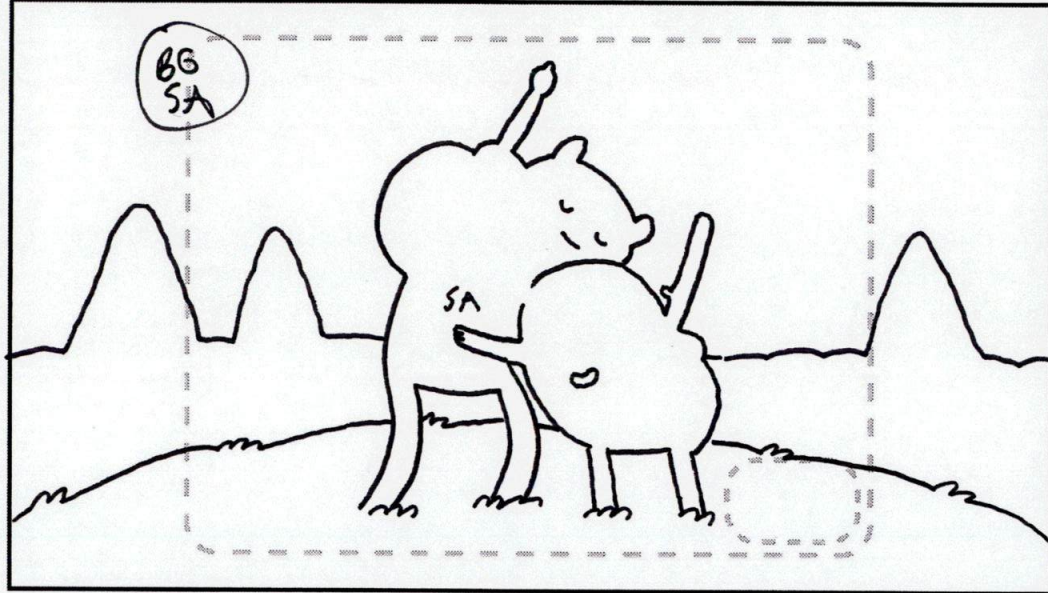
1034/231

ADVENTURE TIME



Sc. 62 cont Pnl. B Bg.

day night



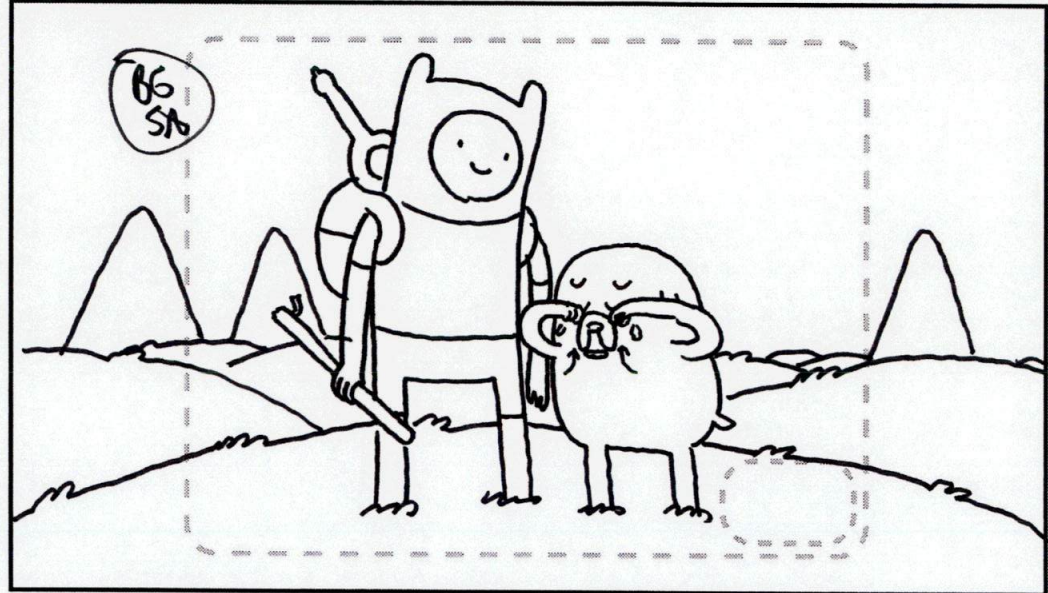
Dialog: Jake/ me too man

Action:

Timing:

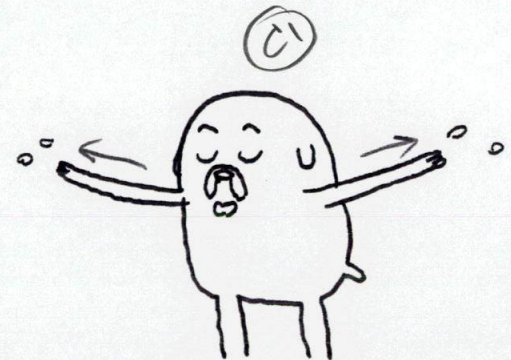
Sc. 62 cont Pnl. C Bg.

Page 69
day night



Jake/ OK I'm OK.

- jake wipe tears.



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ADVENTURE TIME



Sc. *62 cont*

Pnl. *D*

Bg.

day night

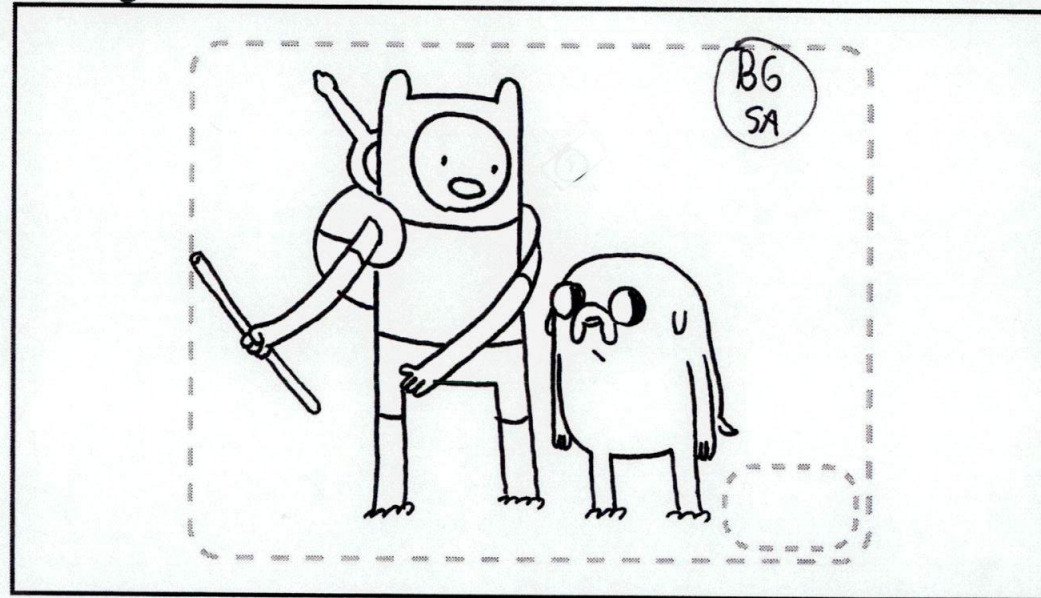
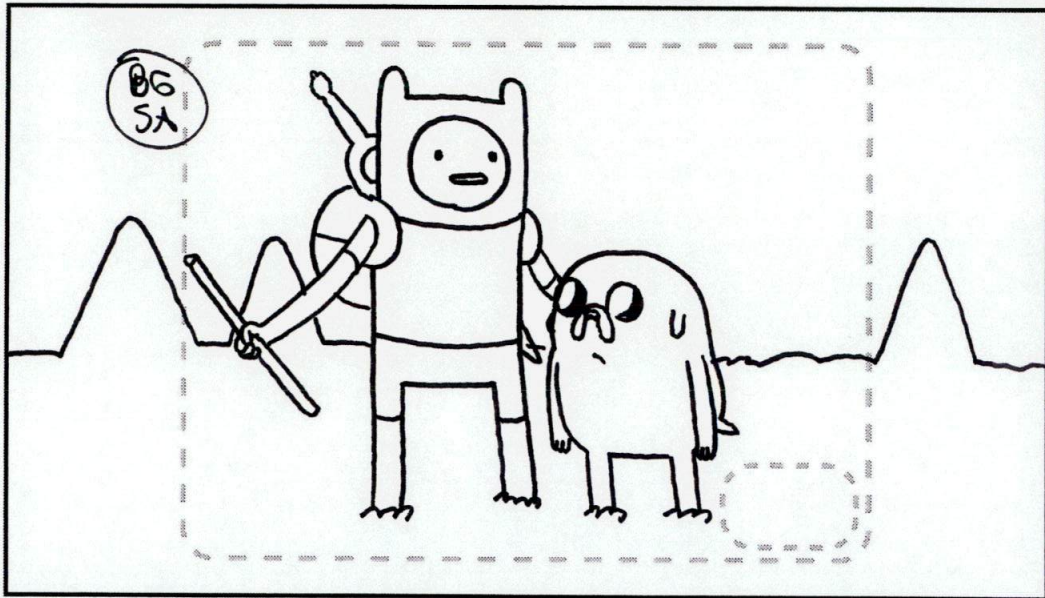
Sc. *62 cont*

Pnl. *E*

Bg.

day night

Page *64*



Dialog: Finn/ But dude, me and Huntress Wizard weren't together.

Finn/ We're just trying to conjure up the spirit of the Forest with my Flute Spell.

Action:

Timing:



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ADVENTURE TIME

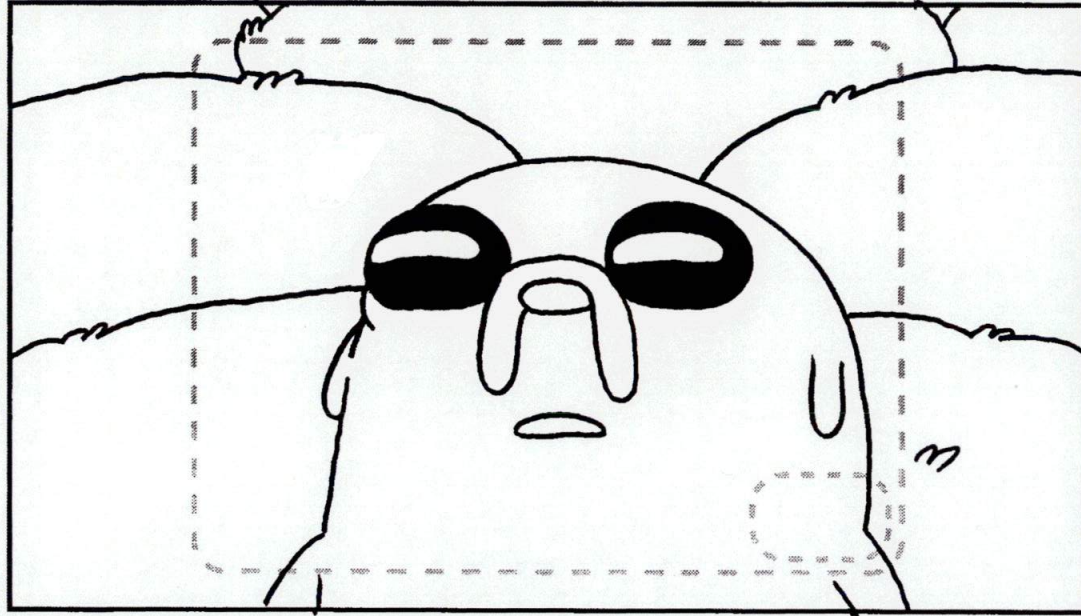


Sc. **63**

Pnl. **A**

Bg.

day night

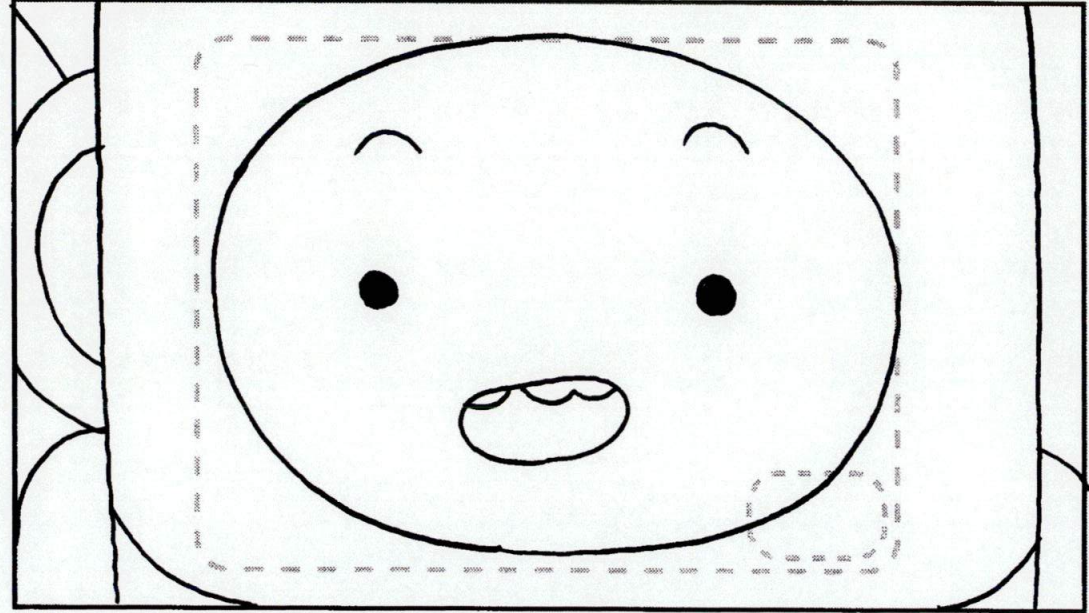


Sc. **64**

Pnl. **A**

Bg.

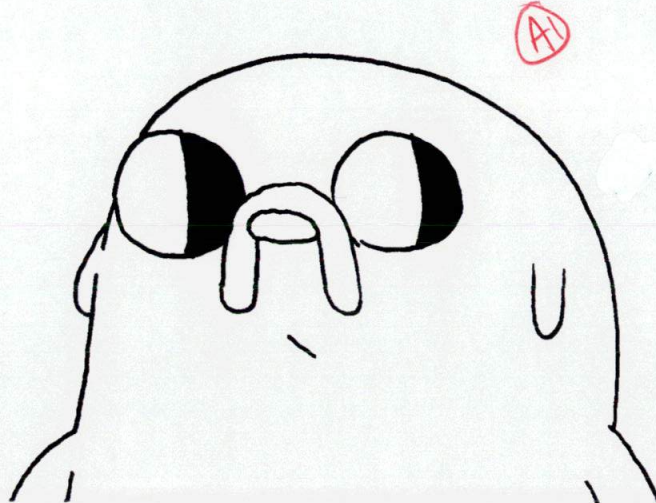
day night



Dialog: Jake / What the blood are you talking about?

Action:

Timing:



Finn / Dude, it went down like this...

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Production:

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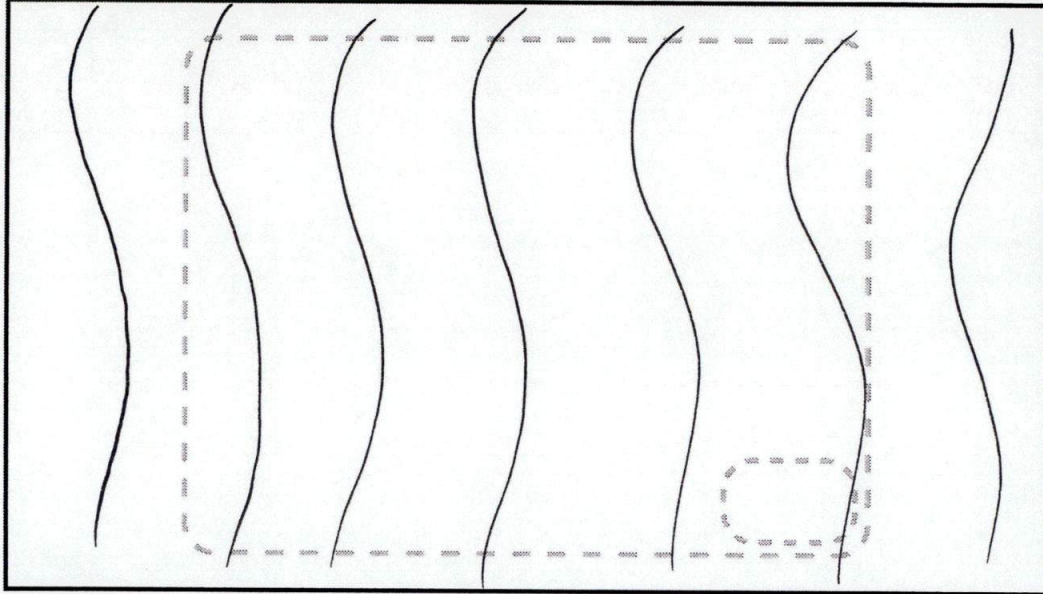
1034/231

1034/231

ADVENTURE TIME



Sc. **64 cont** Pnl. **B** Bg. day night



Sc. **65** Pnl. **A** Bg. day night



Dialog:

Finn "I was just minding my own
business."

Action:

- RIPPLE DISSOLVE.

- F. STANDS IN THE RIVER PLAYING FLUTE.
- HAIR FLOATS/TRAILS BEHIND HIM.

Timing:

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Production:

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1034/231

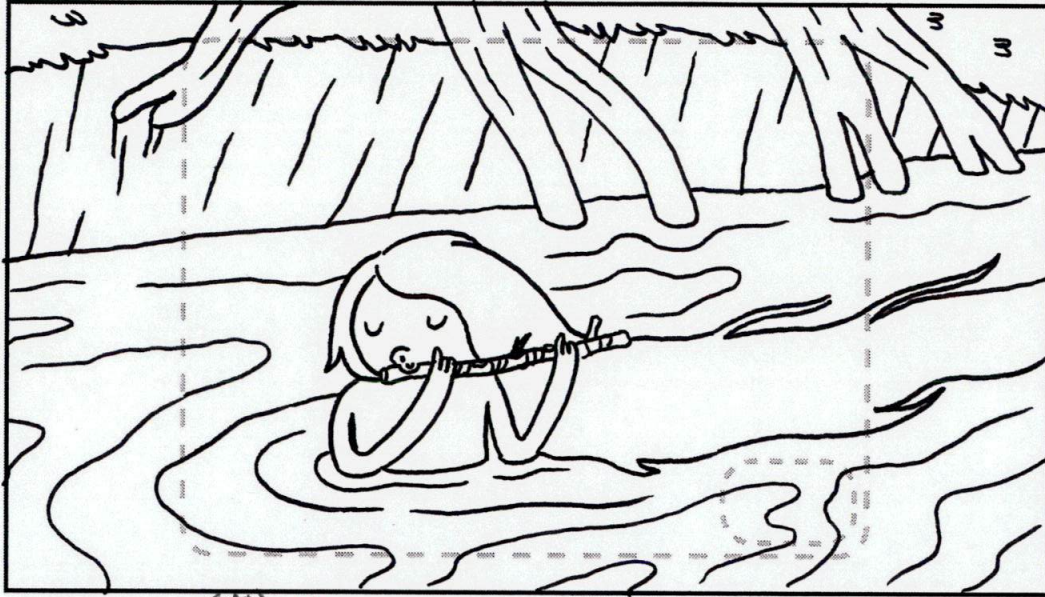
- This scene inspired by Hermeto Pascoal video on youtube <https://youtu.be/06Qm-Z50sHw> "Hermeto Pascoal - Música da Lagoa" approx 2:06 min in

ADVENTURE TIME

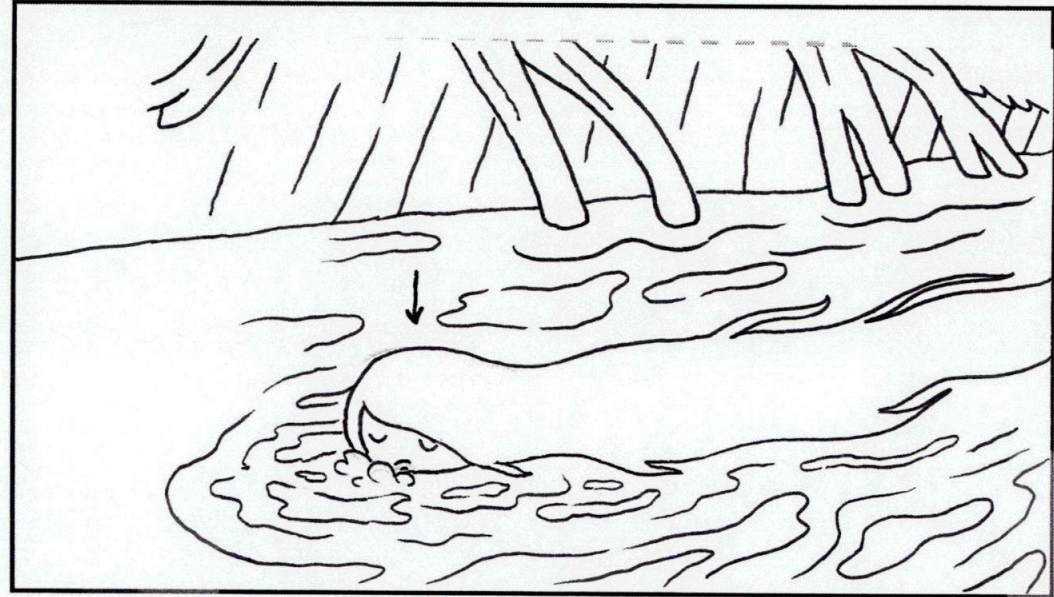


Page **67**

Sc. **66** Pnl. **A** Bg. day night



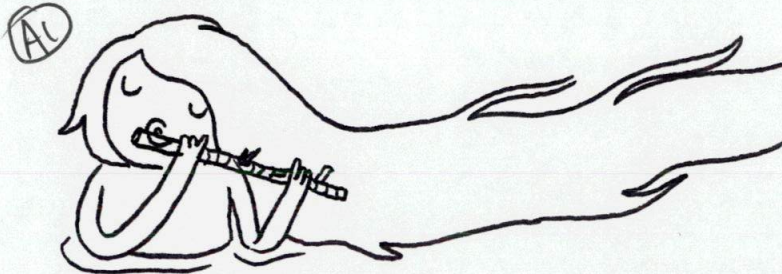
Sc. **66 cont** Pnl. **B** Bg. day night



Dialog: **Fin** / ^(UO) **Bussiness** "-in my new alone place I been hangin' out at..."

(water shoots out of flute making a slide whistle sound)

Action:



- F. LOWERS UNDER WATER AND RISES.

Timing:

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Production:

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ADVENTURE TIME

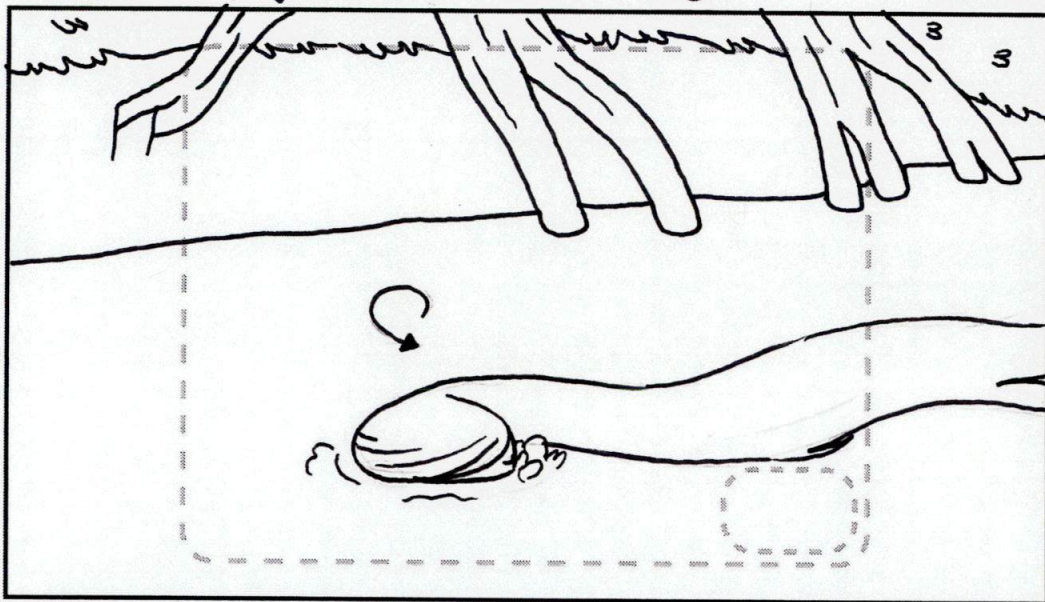


Sc. **66 CONT**

Pnl. **C**

Bg.

day night



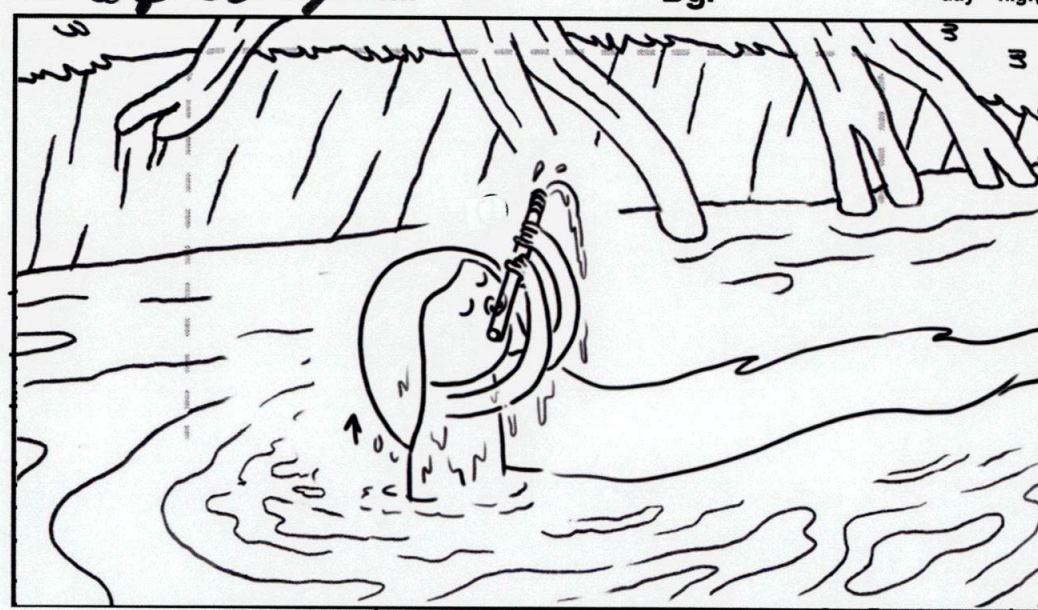
Sc. **66 CONT**

Pnl. **D**

Bg.

Page

day night



68
66A NEXT

Dialog:

SFX: blurble blurble

SFX: (slide whistle)

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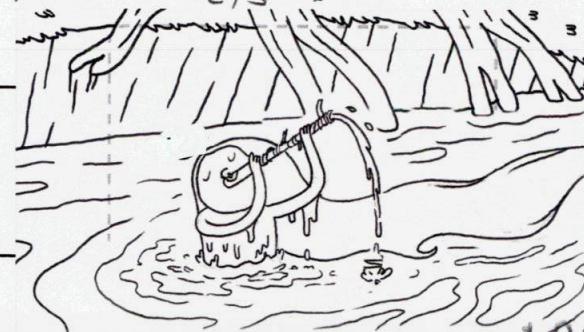
Action:

- F. LOWERS BENEATH SURFACE AGAIN.

- F. RISES, WATER SHOOTS OUT OF FLUTE.

Timing:

(DI)



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Production:

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ADVENTURE TIME



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69 NEXT

Sc. 66 *CONT* Pnl. E

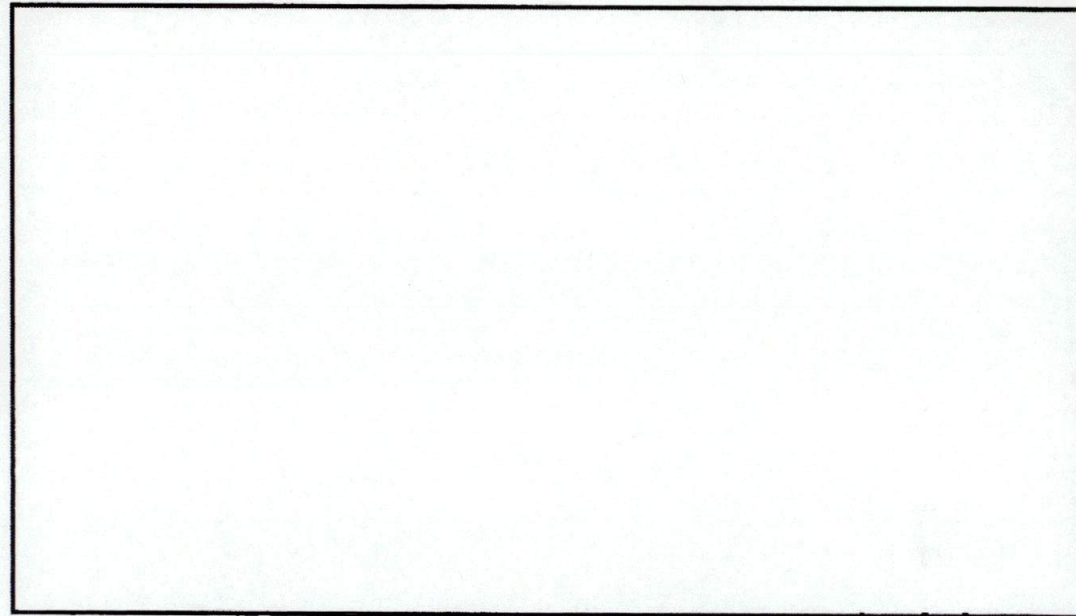
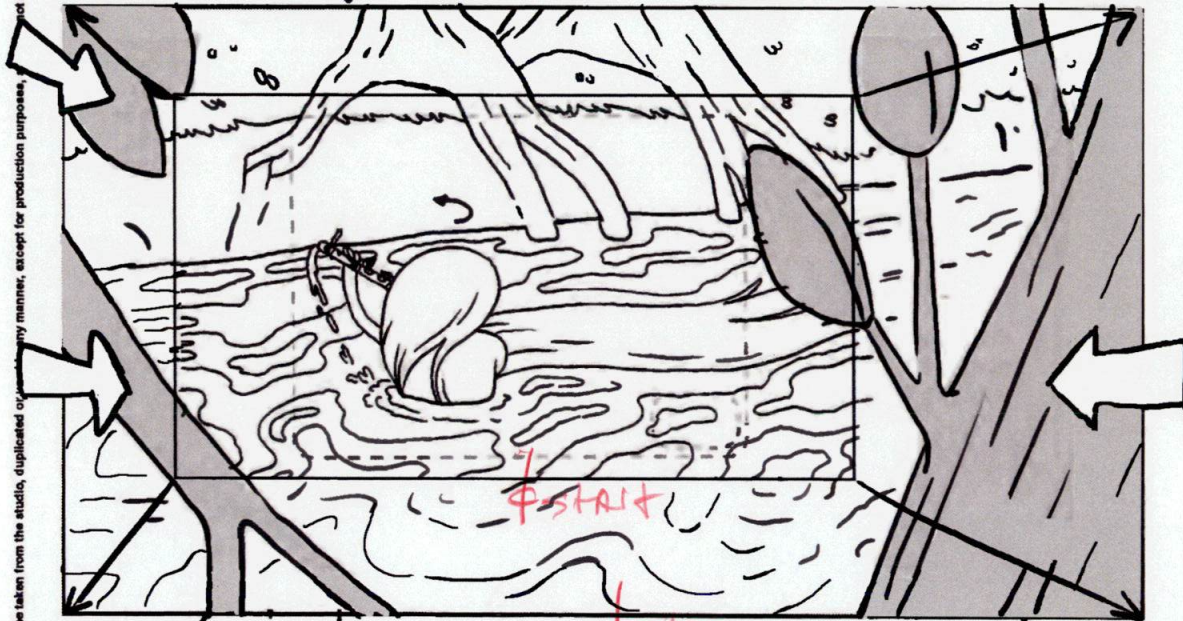
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

multi-plate
set up w/w truck out

Action:

AUG 28 2015

Timing:

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ADVENTURE TIME



Page **69**

Sc. **67** Pnl. **A** Bg. day night



Sc. **67 cont** Pnl. **B** Bg. day night



Dialog:

SFX:

- Finn still playing flute -

Action:

- HW EMERGES FROM SHADOWS,
CAREFULLY PUSHES BRANCHES ASIDE.

Timing:



EPISODE #

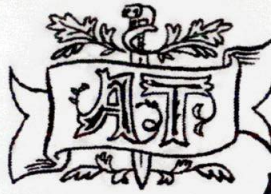
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Production:

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ADVENTURE TIME



Page **70**

Sc. **67 cont** Pnl. **C** Bg. day night



Sc. **67 cont** Pnl. **D** Bg. day night



Dialog:

SFX: (flute cont)

Action:

Timing:



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Production:

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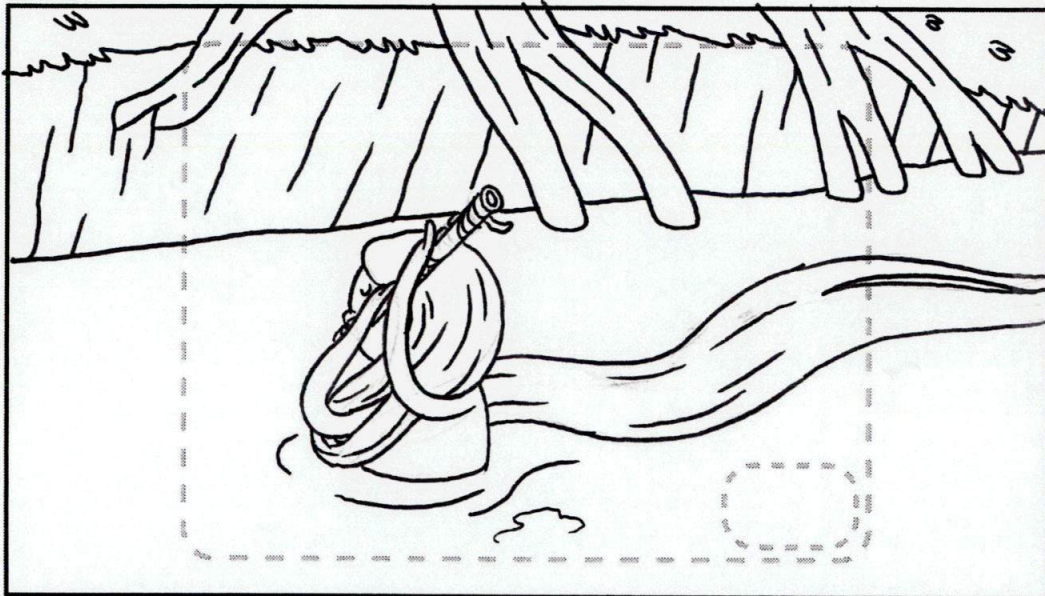
1034/231

ADVENTURE TIME

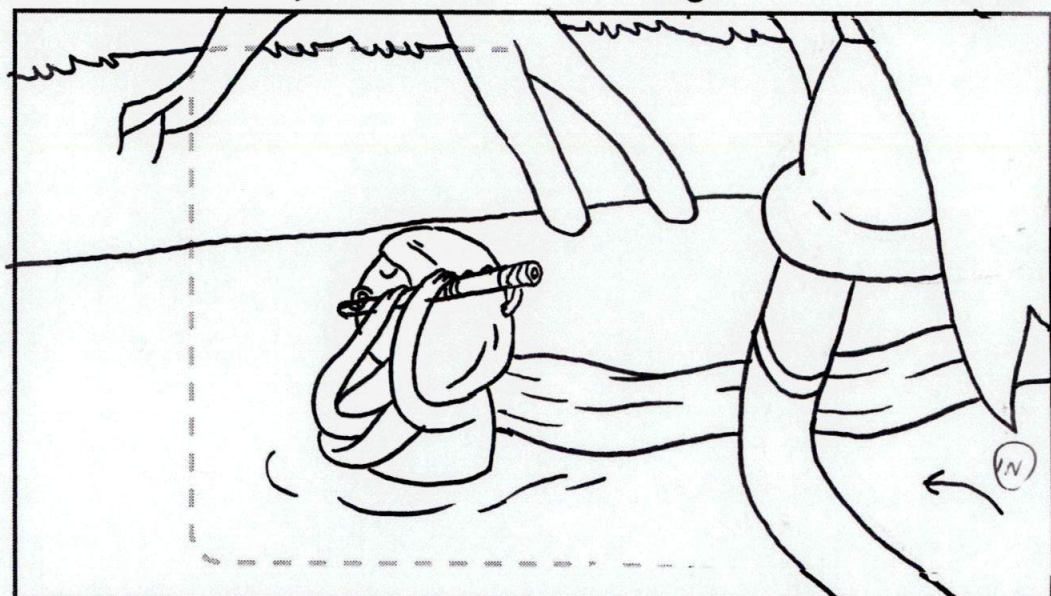


Page **71**
day night

Sc. **68** Pnl. **A** Bg. day night



Sc. **68 cont** Pnl. **B** Bg. day night



Dialog:

SFX: * FLUTE *

Action:

-HW WALKS ON/S.

Timing:

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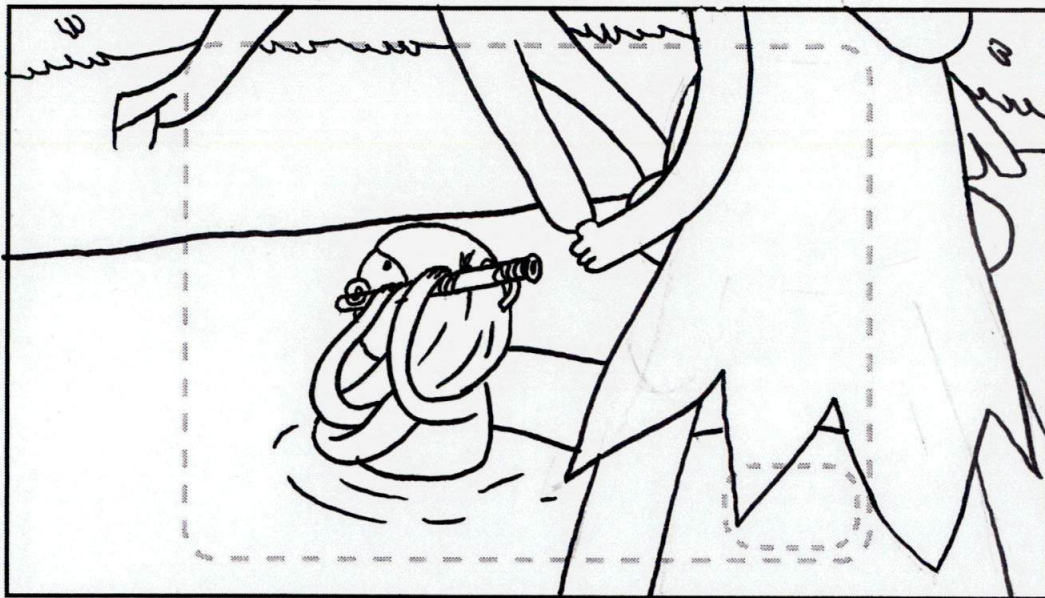
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ADVENTURE TIME

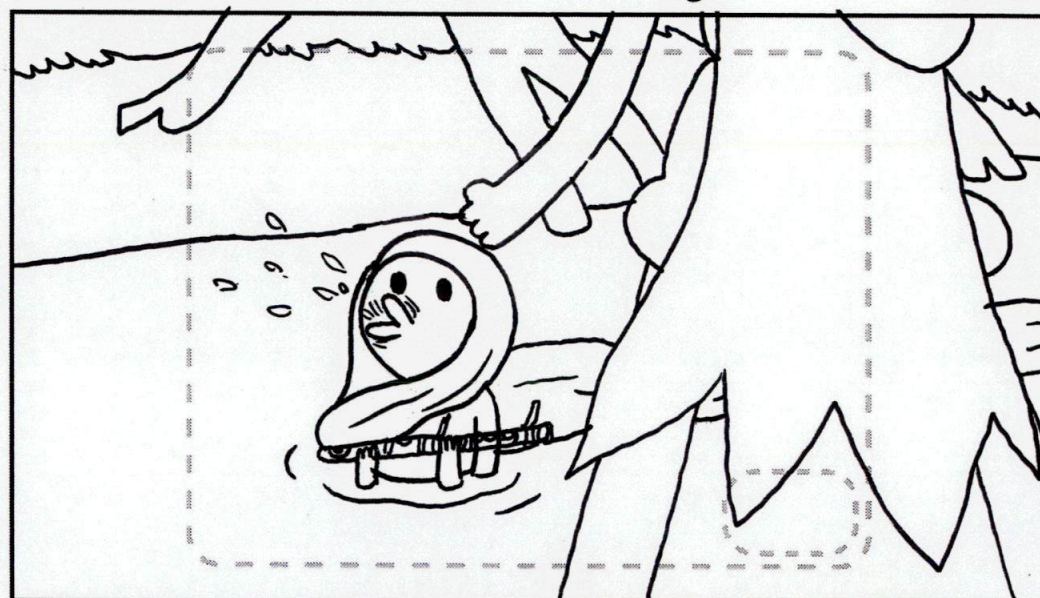


Page **72**
day night

Sc. **68 cont** Pnl. **C** Bg. day night



Sc. **68 cont** Pnl. **D** Bg. day night



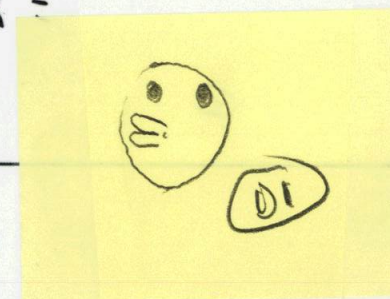
Dialog:

Finn / ♪ ?

Finn / SPUTTER

Action:

-F. NOTICES HUNTRESS WIZARD.



Timing:

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Production:

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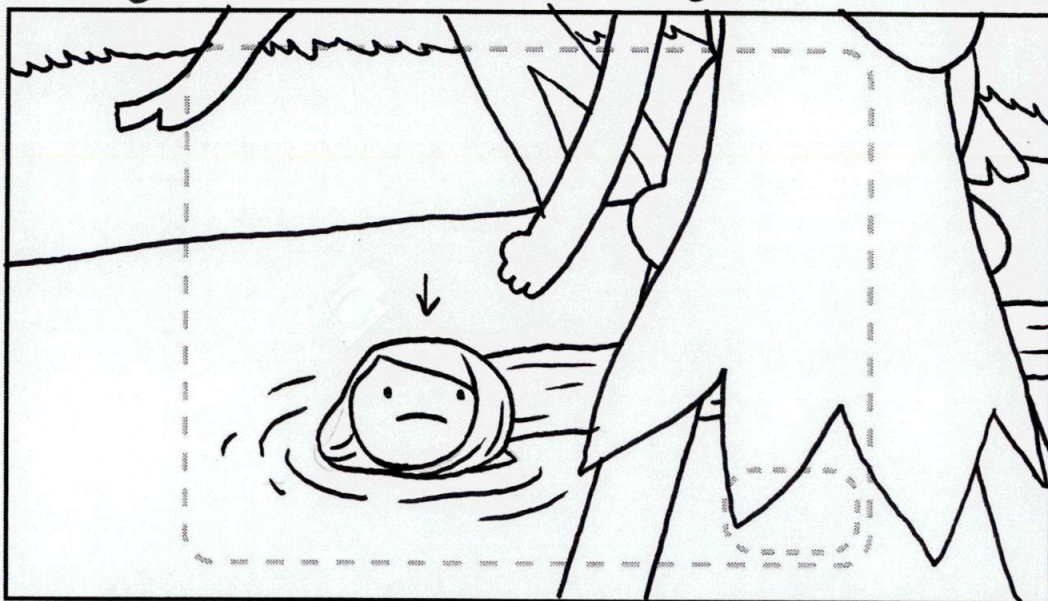
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ADVENTURE TIME



Page **79**
day night

Sc. **68 cont** Pnl. **E** Bg. day night



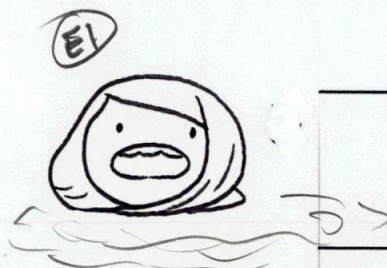
Sc. **69** Pnl. **A** Bg. day night



Dialog: F/ Hello

HW/ How are you playing like that?

Action:



Timing:

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ADVENTURE TIME



Page **74**

Sc. **70** Pnl. **A** Bg. day night



Sc. **71** Pnl. **A** Bg. day night

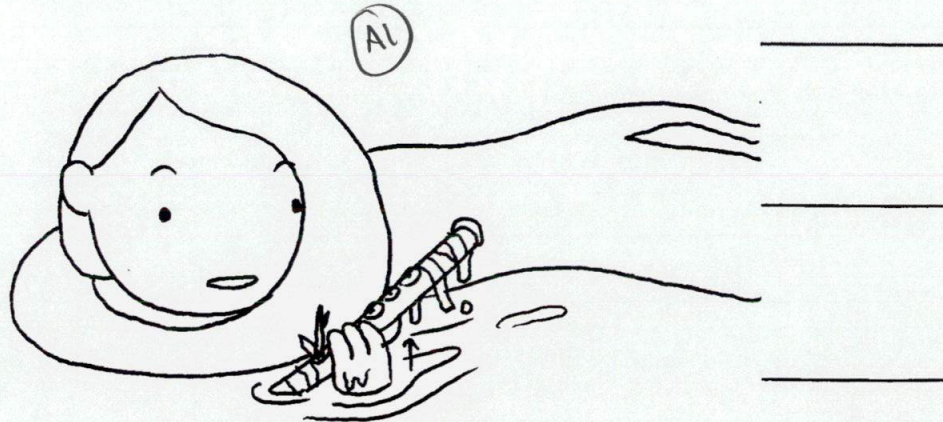


Dialog: Finn Uh, I dunno I'm just making stuff up.

HW something in your notes has the quality of a powerful evocation spell.

Action:

Timing:



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1034/231

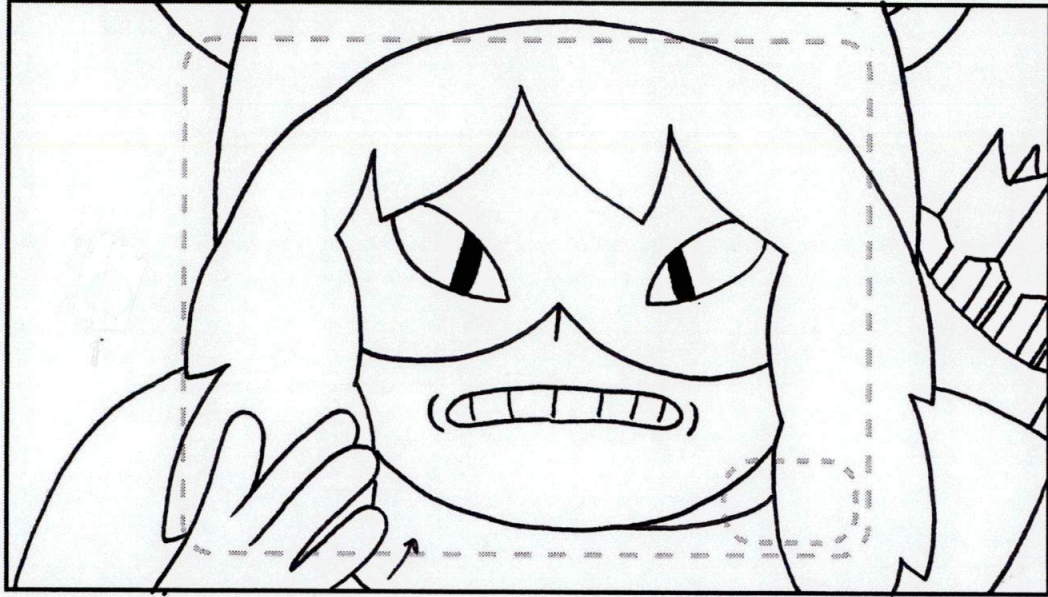
Production:

1034/231

ADVENTURE TIME



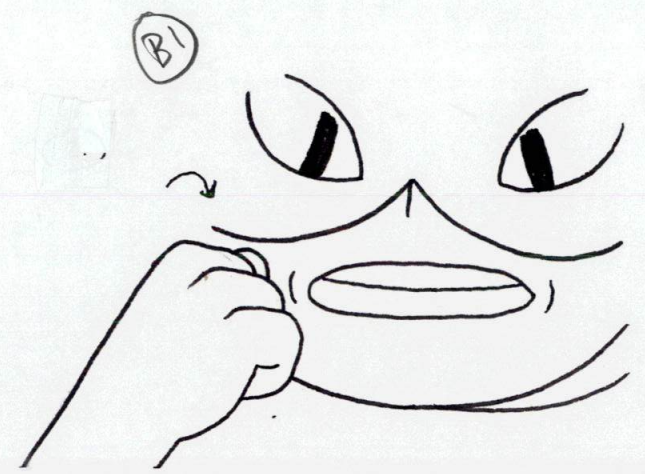
Sc. **71 cont** Pnl. **B** Bg. day night



Dialog: *HW! What spirit guides your hands?*

Action:

Timing:



Sc. **72** Pnl. **A** Bg. day night



HW! Tell me or I'll put this up your nose.

- HW TELEKINETICALLY
DRAWS ARROW.
- ARROW HOVERS.



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Product...

ADVENTURE TIME



Sc. **72 cont** Pnl. **B** Bg. day night

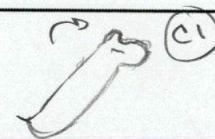


Sc. **72 cont** Pnl. **C** Bg. day night



Dialog: Finn/ First off, I'm a great fighter -- Finn/ and I'm especially agile when I'm nude, so good luck.

Action:



Timing:

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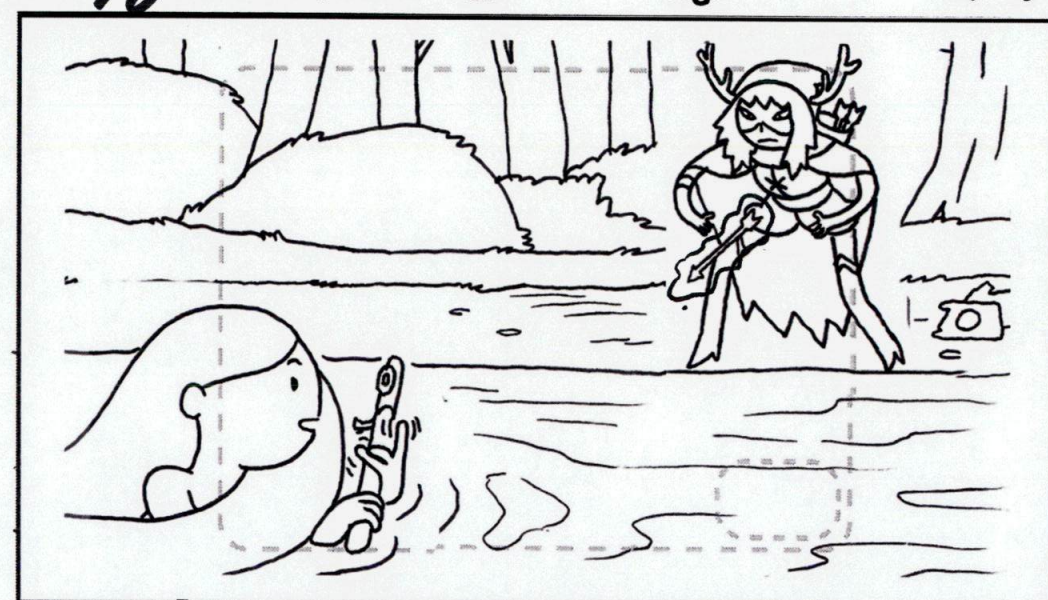


Page **77**
day night

Sc. **72 cont** Pnl. **D** Bg. day night



Sc. **72 cont** Pnl. **E** Bg. day night



Dialog:	<u>Finn</u> second ,	Finn! my flute improv aint no secret	(E)
Action:		(Wiggle fingers) on left hand	
Timing:	AUG 28 2015		

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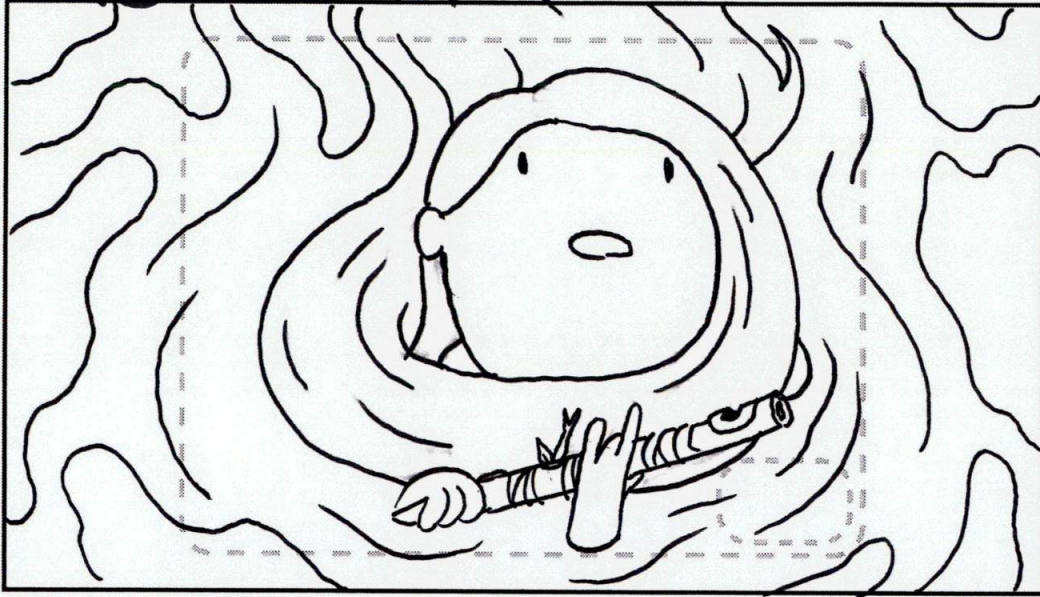
ADVENTURE TIME



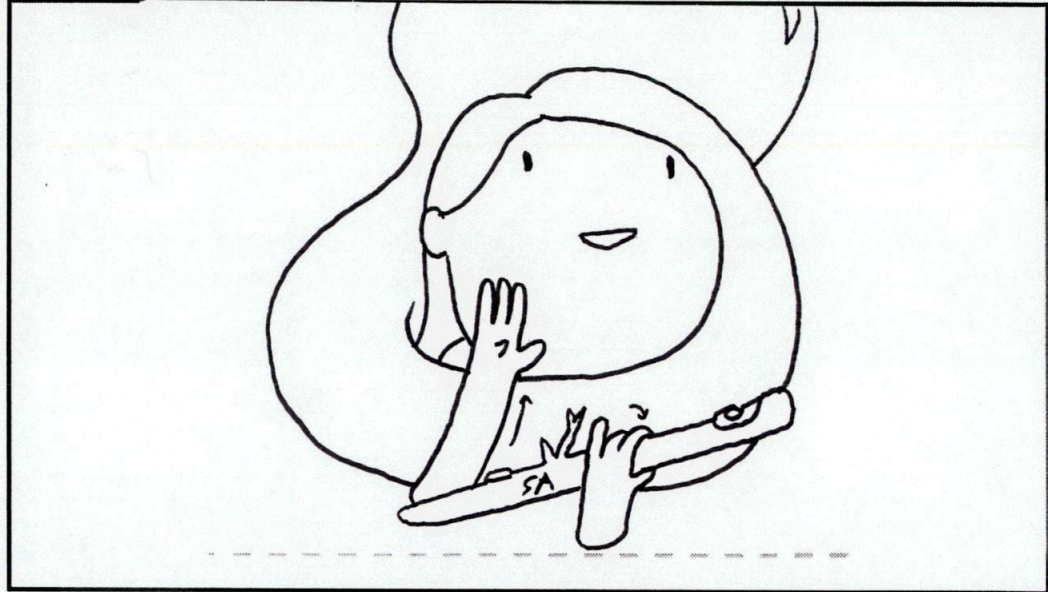
NO SC 74

Page 78

Sc. 73 Pnl. A Bg. day night



Sc. 73 cont Pnl. B Bg. day night



Dialog:	Finn! and then I let my _____ grass hand do whatever it wants
Action:	
Timing:	AUG 28 2015

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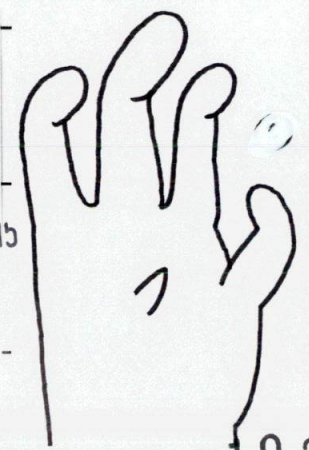
Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
75	A			

Dialog:	<p><u>F</u> / Which is usually sort of shreddy and busy.</p> <p>It's like two people playing together</p>
Action:	
Timing:	

(A)

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ADVENTURE TIME

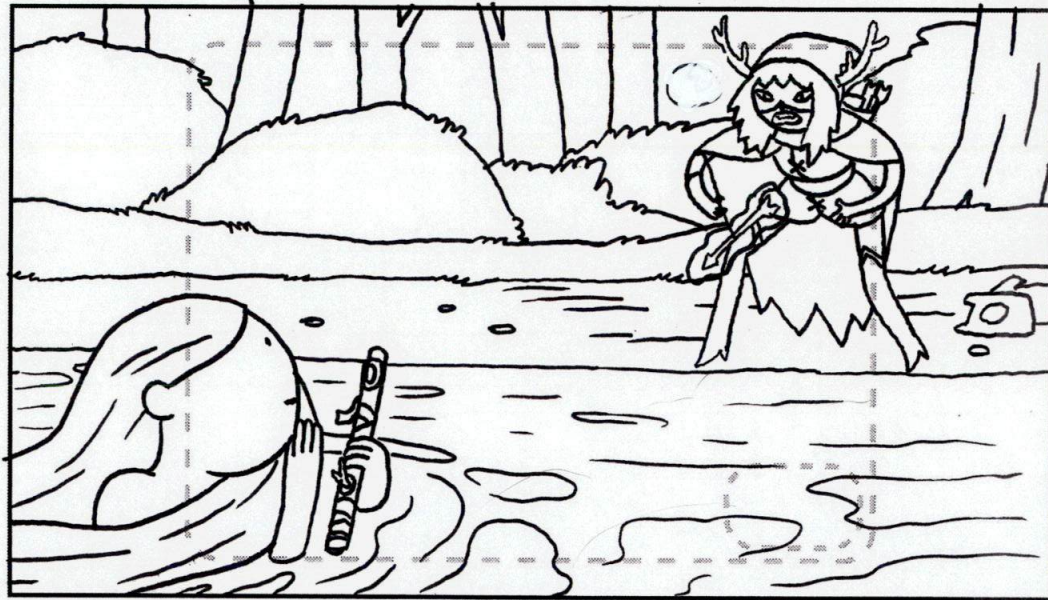


Sc. **76**

Pnl. **A**

Bg.

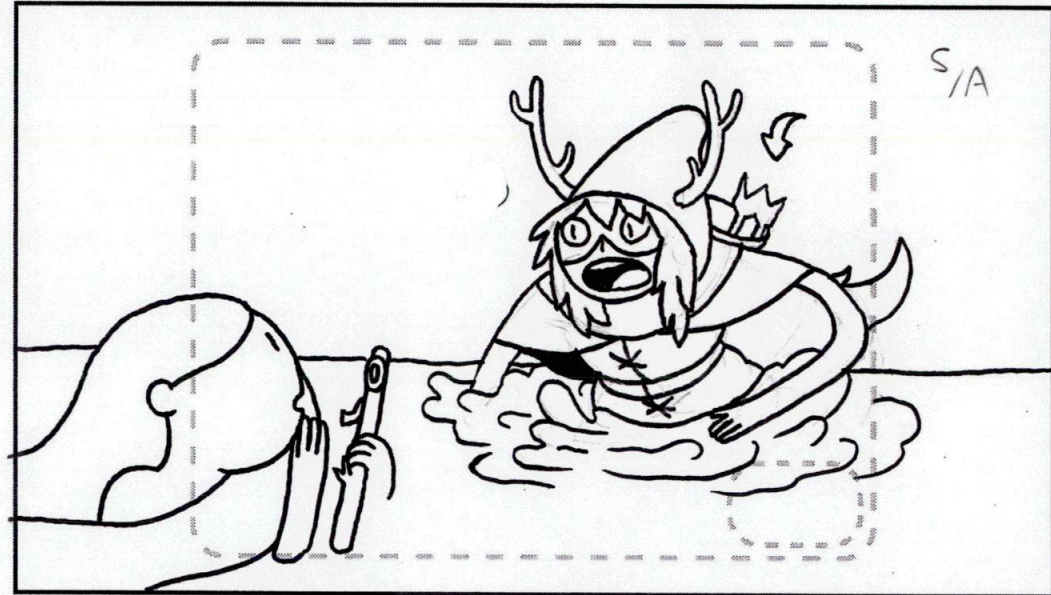
day night



Sc. **76 cont** Pnl. **B**

Bg.

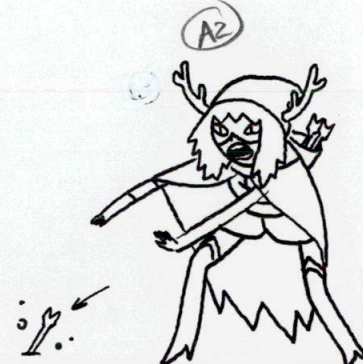
day night



Dialog: HW/ Lemme see that hand!

Action: -HW THROWS DOWN ARROW.
-chunk-

Timing:



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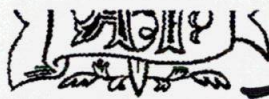
Production:

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ADVENTURE TIME



Page **81**

Sc. **77**

Pnl. **A**

Bg.

day night

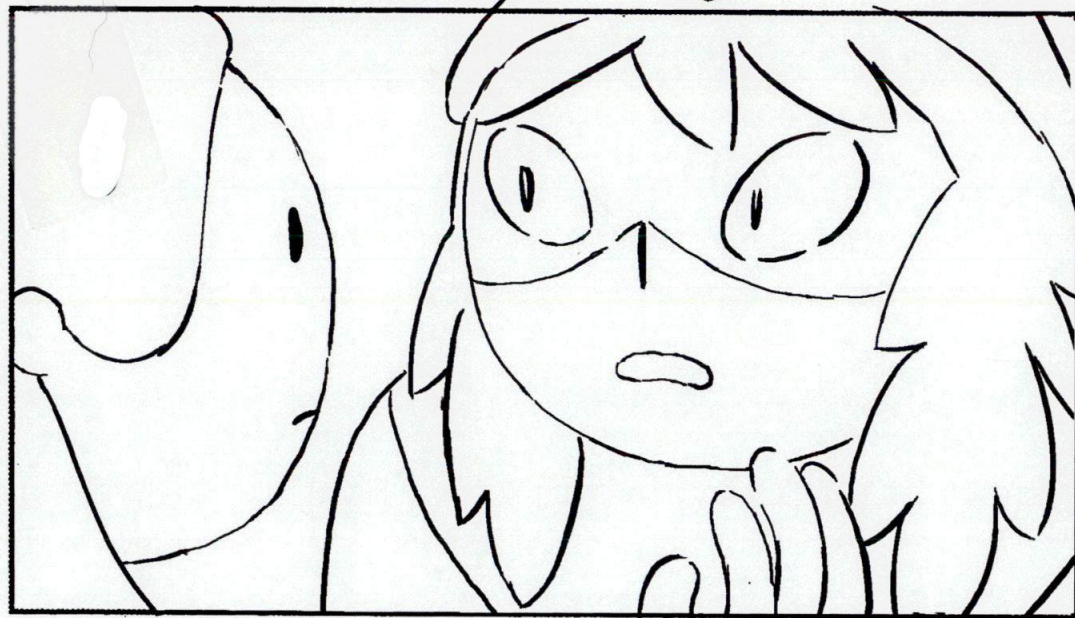


Sc. **77 cont**

Pnl. **B**

Bg.

day night



Dialog:

HW: YOU'RE WHAT I'VE
BEEN LOOKING FOR.

Action:

-HW EXAMINES F'S RIGHT HAND

Timing:

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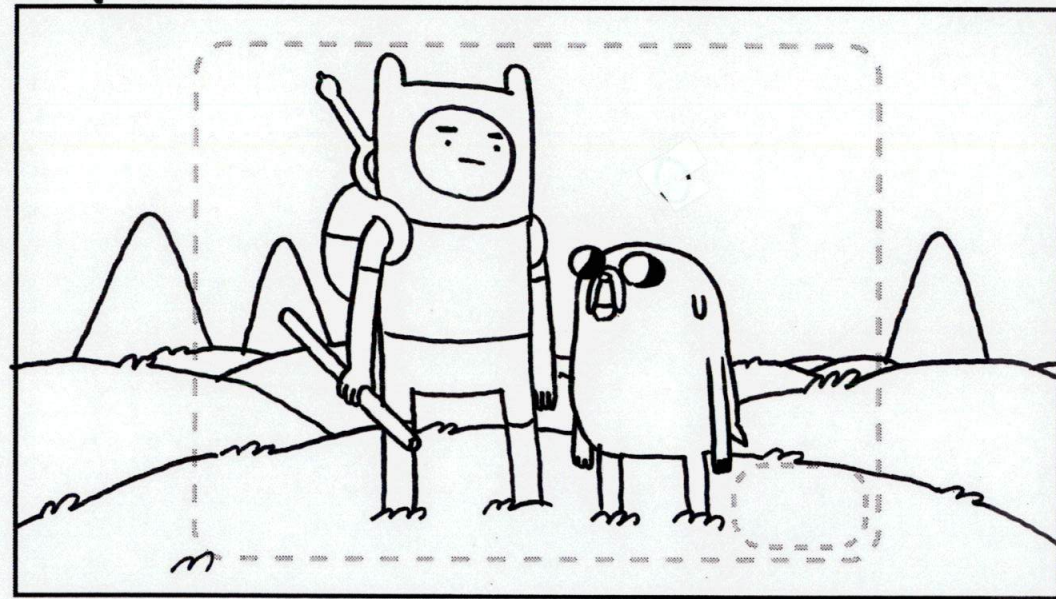


Sc. **78**

Pnl. **A**

Bg.

day night

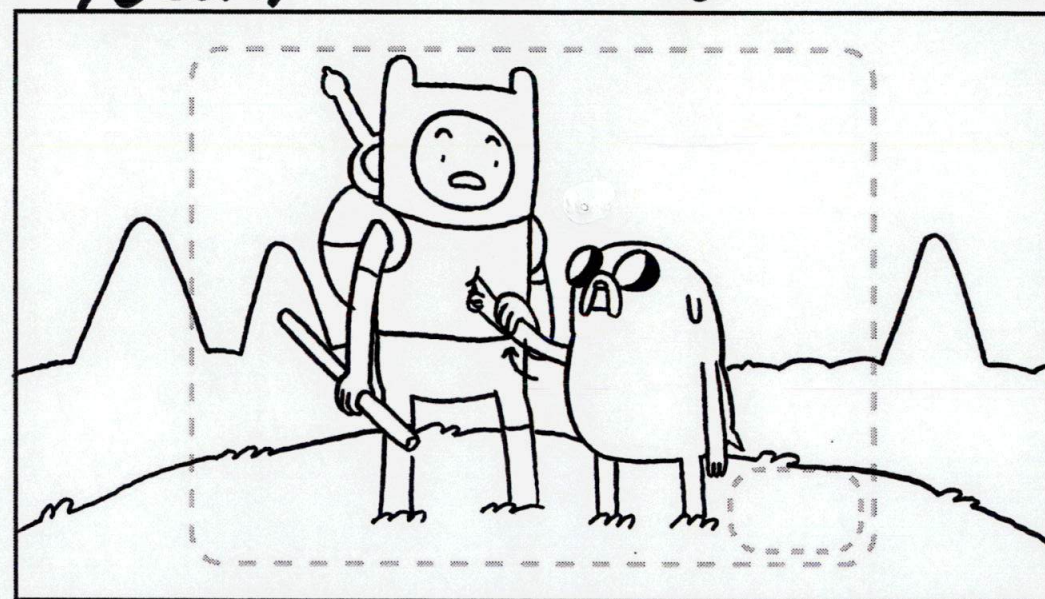


Sc. **78 CONT**

Pnl. **B**

Bg.

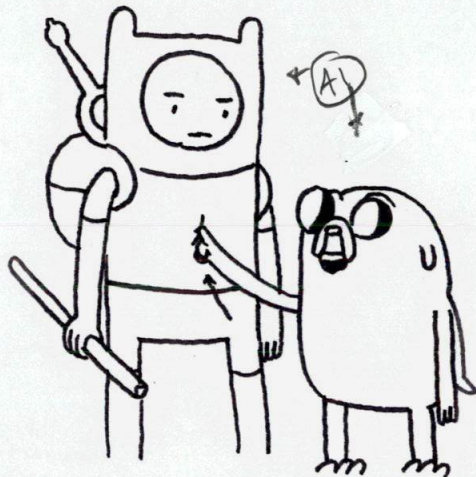
day night



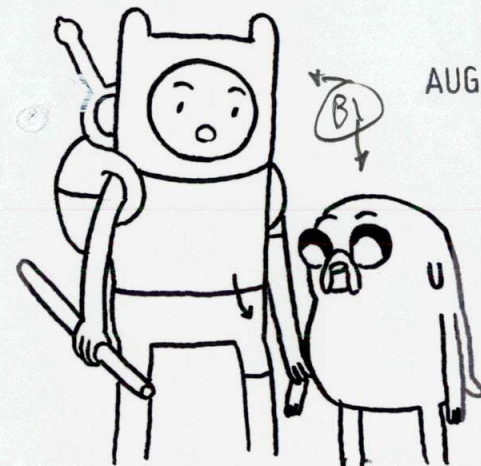
Dialog: J/ Lookin' for a dope boyfriend.

Action:

Timing:



Finn/ Nah man, she thinks my grass arm flute playing can summon the spirit of the forest.



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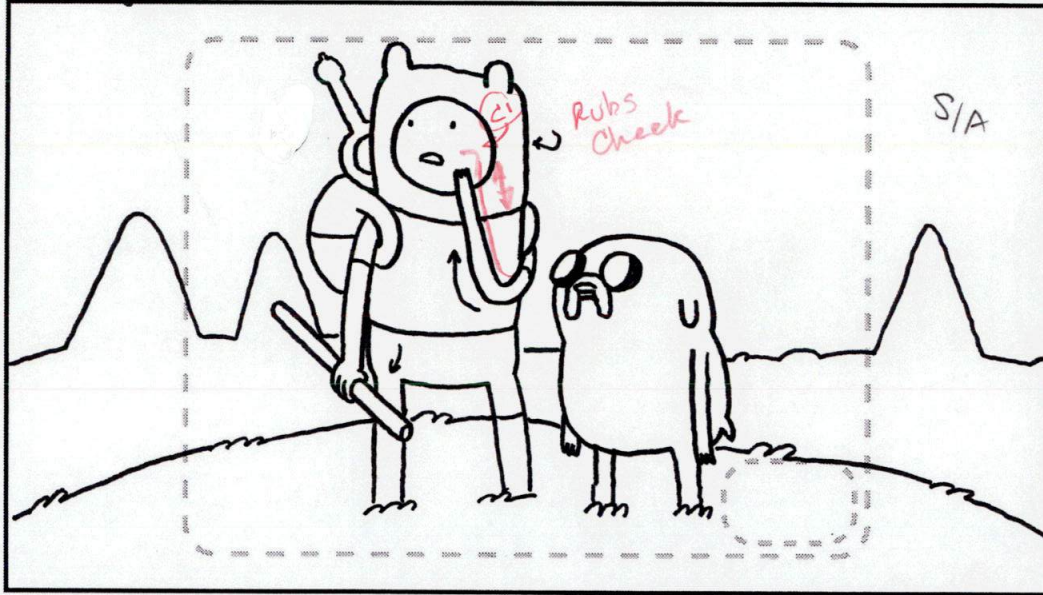
1034/231

ADVENTURE TIME

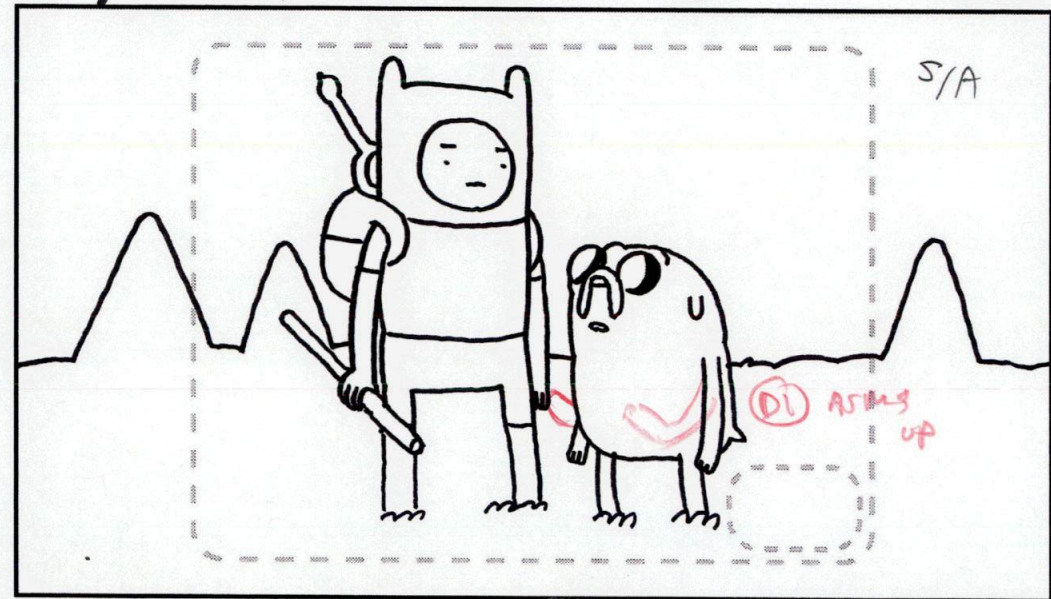


Page **83**

Sc. **78 cont** Pnl. **C** Bg. day night



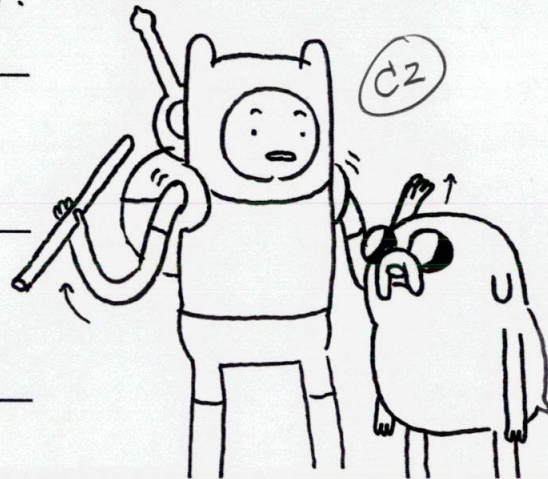
Sc. **78 cont** Pnl. **D** Bg. day night



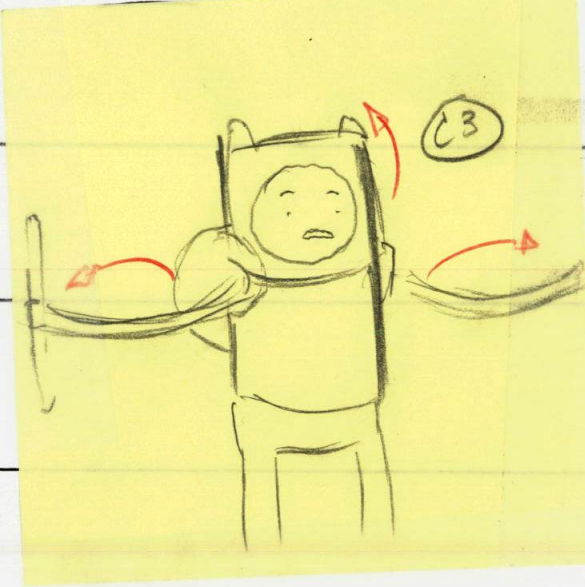
Dialog: Finn / I been playing different songs for 2 weeks though and he hasn't shown up yet.

Action:

Timing:



Jake / Who's that her ex-boyfriend?



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Production:

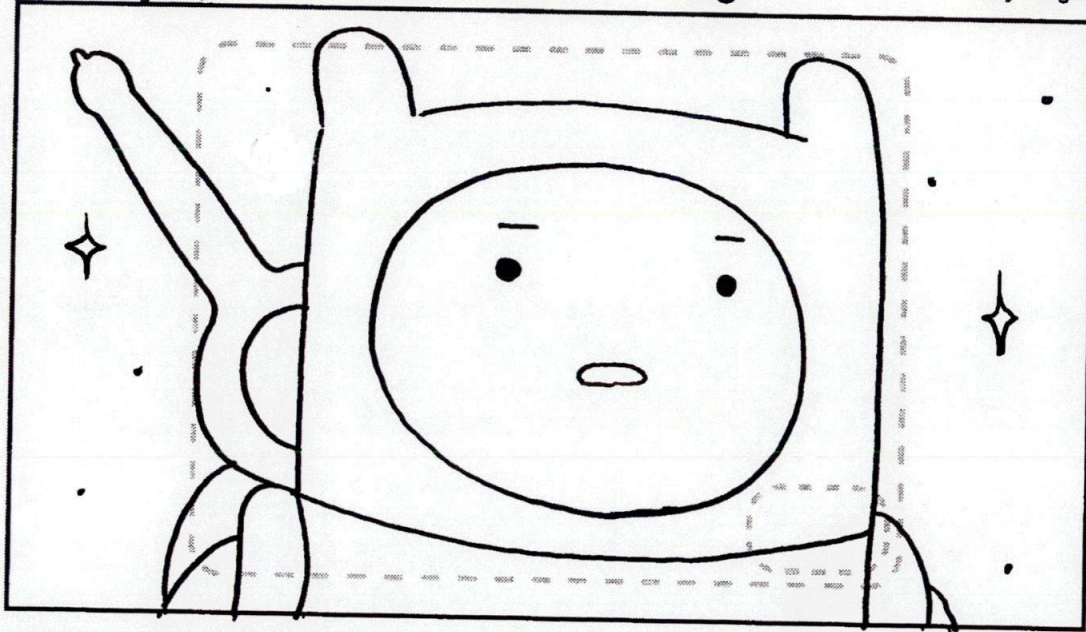
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ADVENTURE TIME



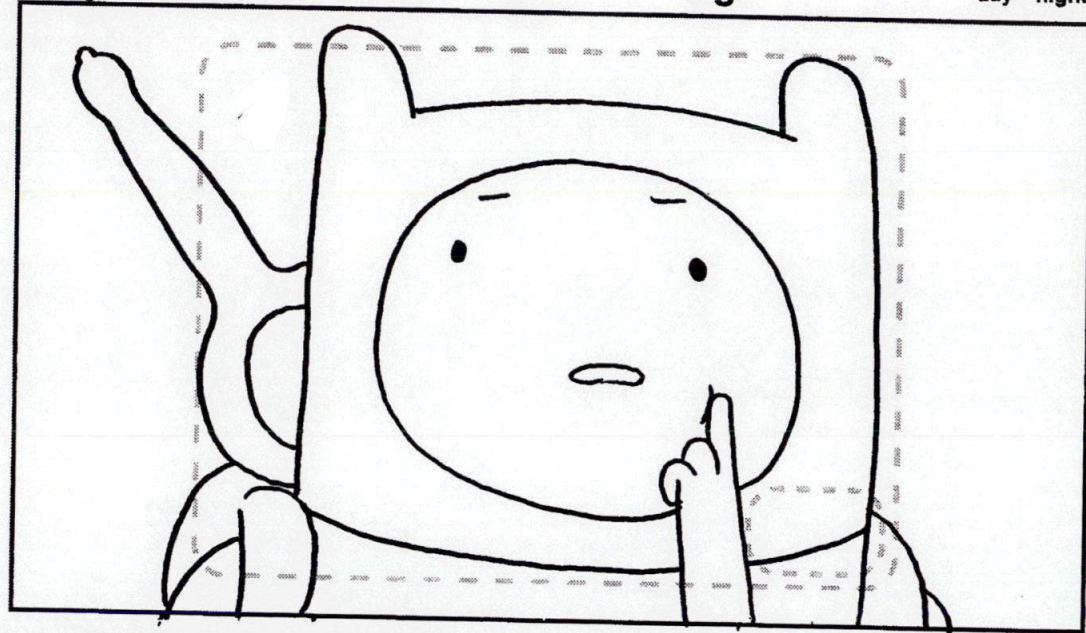
Sc. **79** Pnl. **A** Bg.

day night



Sc. **79 cont** Pnl. **B** Bg.

Page **84**
day night



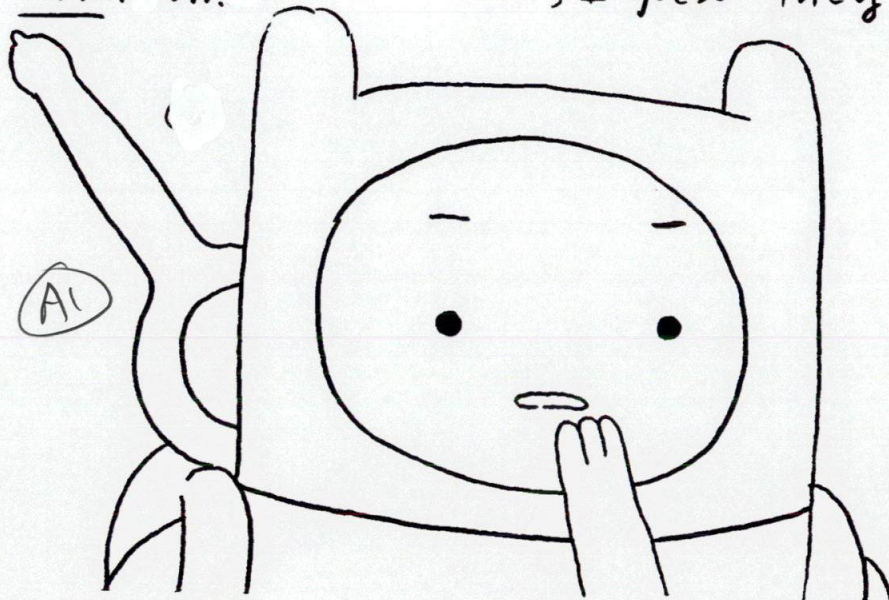
Dialog:

Finn Uh.

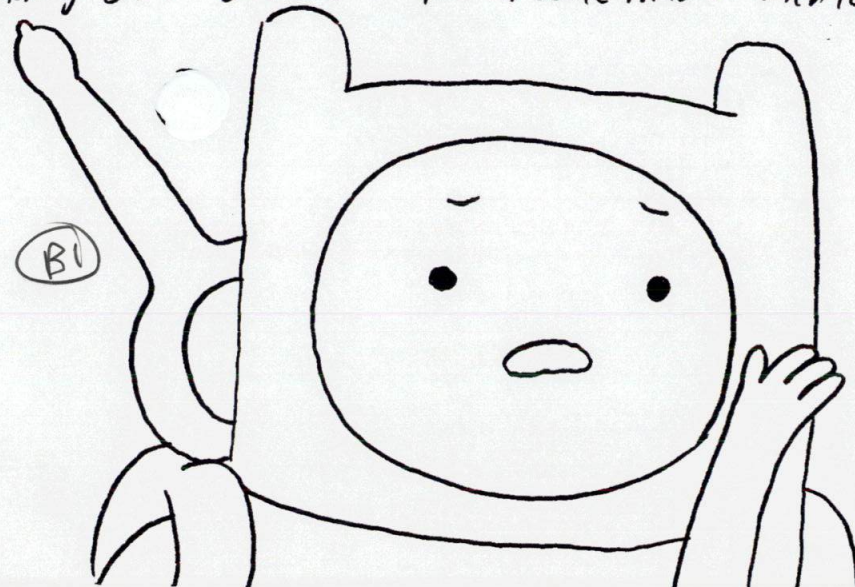
... I guess they — used to hang out but maybe in some kind of mentor/student capacity.

Action

Timing



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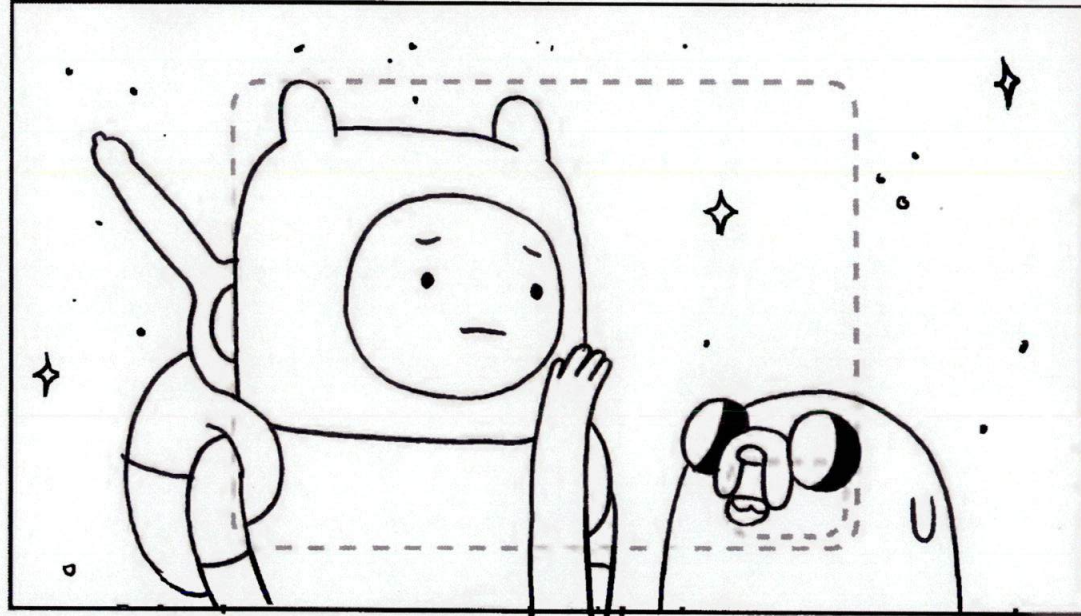
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ADVENTURE TIME

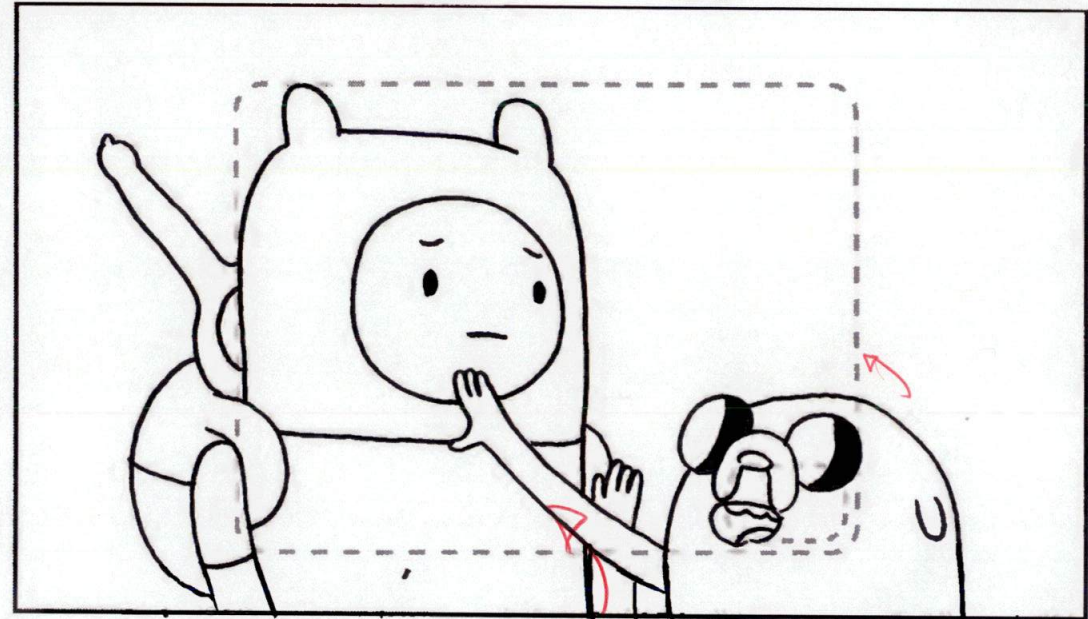


Page **85**

Sc. **80** Pnl. **A** Bg. day night



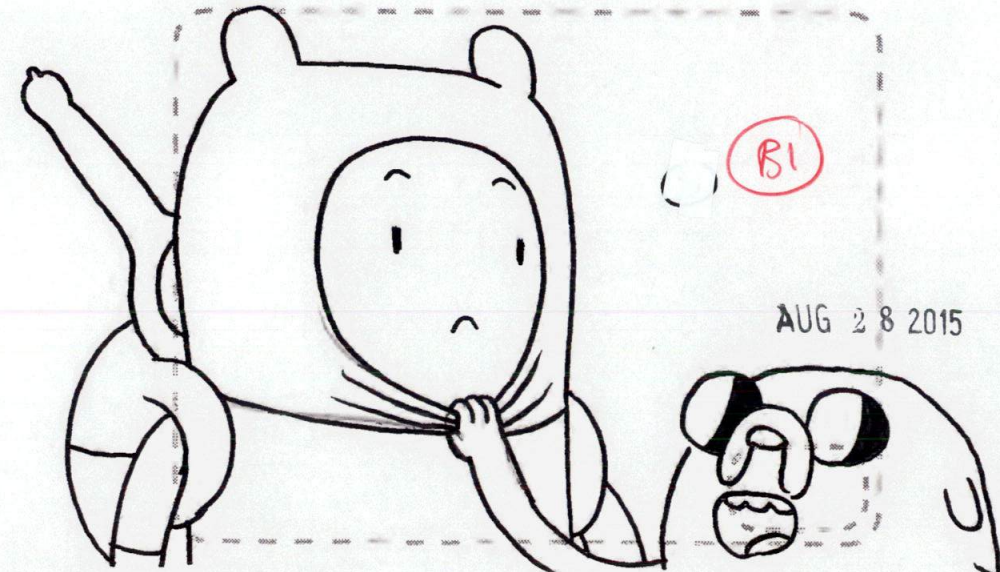
Sc. **80 CONT** Pnl. **B** Bg. day night



Dialog: Take b50 my theory holds! →

Action: -J. GRABS FINN'S HAT.

Timing:



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ADVENTURE TIME

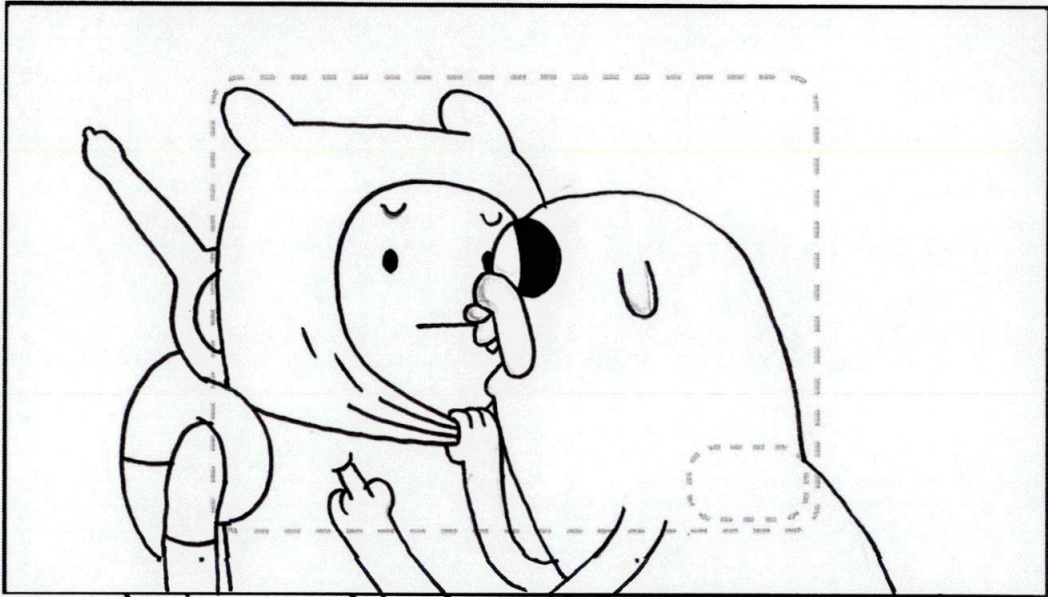


Page **86**

Sc. **80 cont** Pnl. **C**

Bg.

day night



Dialog: JAKE / You can still make this happen!

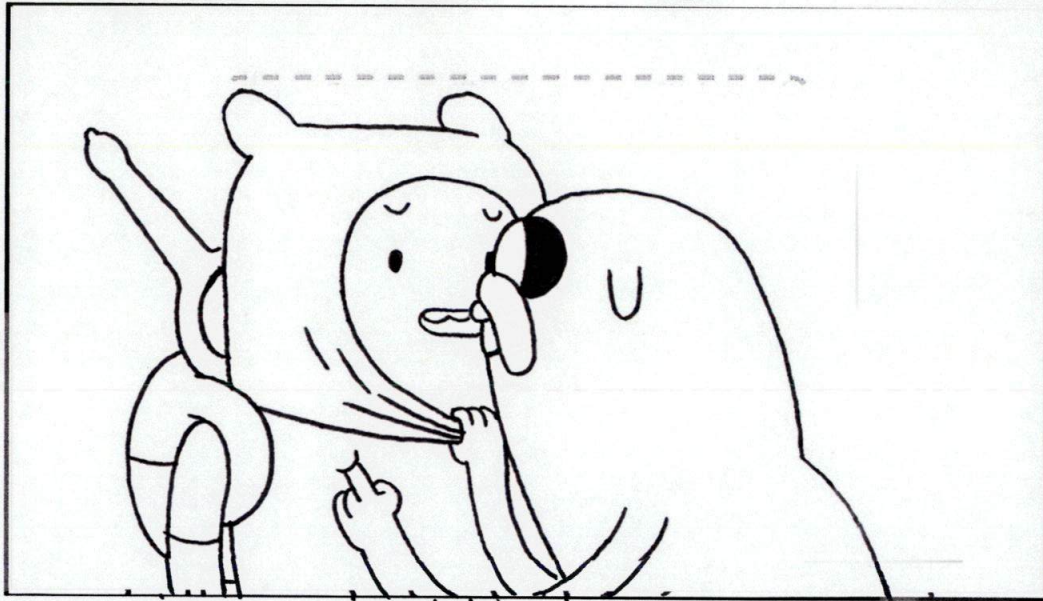
Action:

Timing:

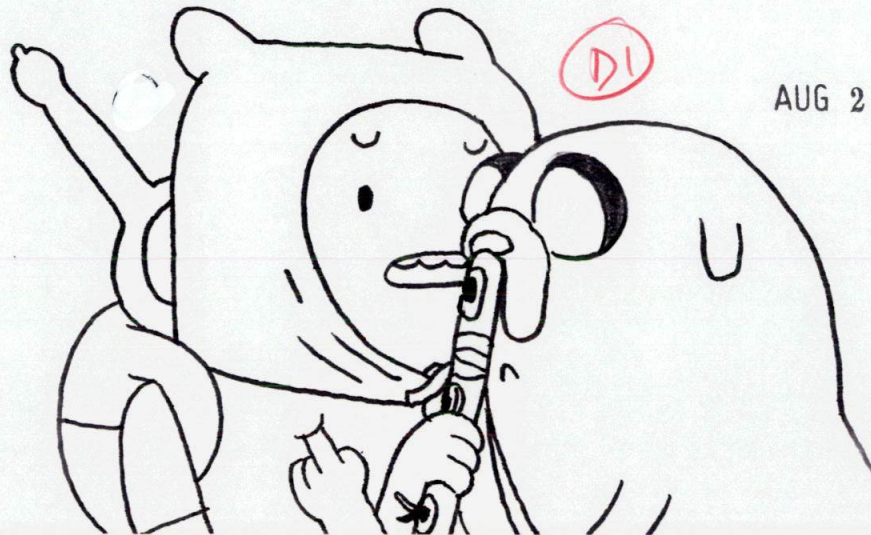
Sc. **80 cont** Pnl. **D**

Bg.

day night



Finn / Yeah I really want to help her summon this dude



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ADVENTURE TIME



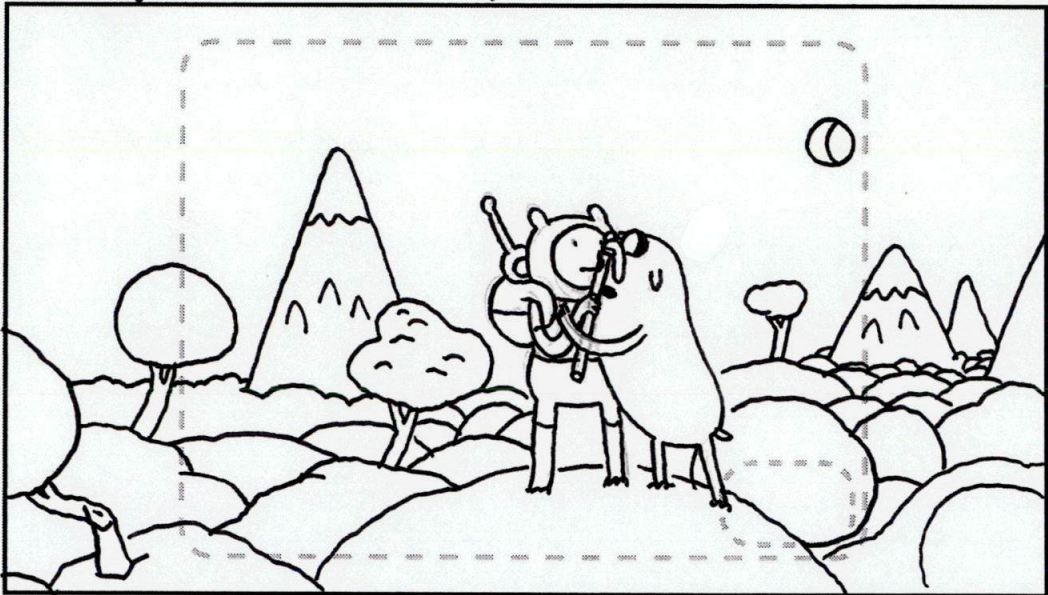
Page **87**

Sc. **81**

Pnl. **A**

Bg.

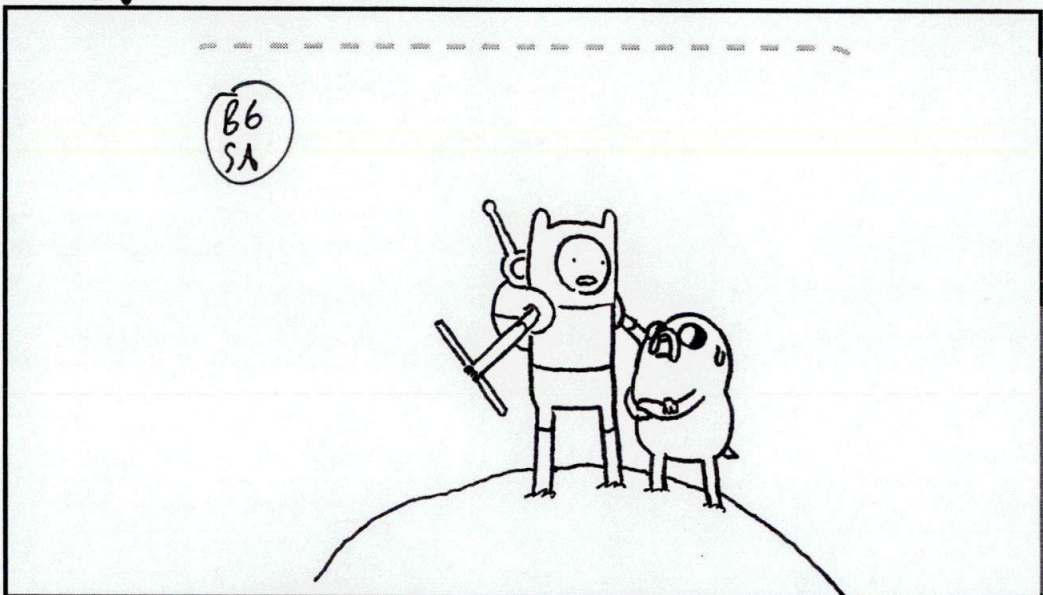
day night



Sc. **81 cont** Pnl. **B**

Bg.

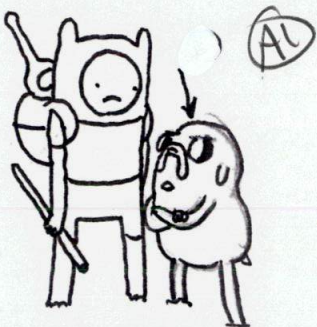
day night



Dialog: Jake / Finn That's not why I'm here.

Finn / That's why I'm here.

Action:



Timing:

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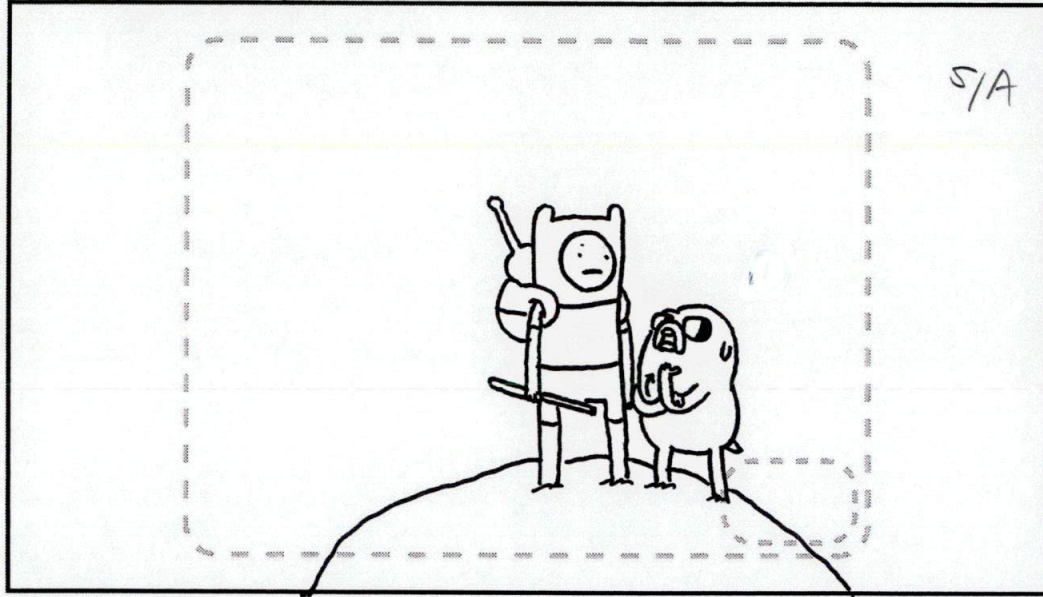
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ADVENTURE TIME



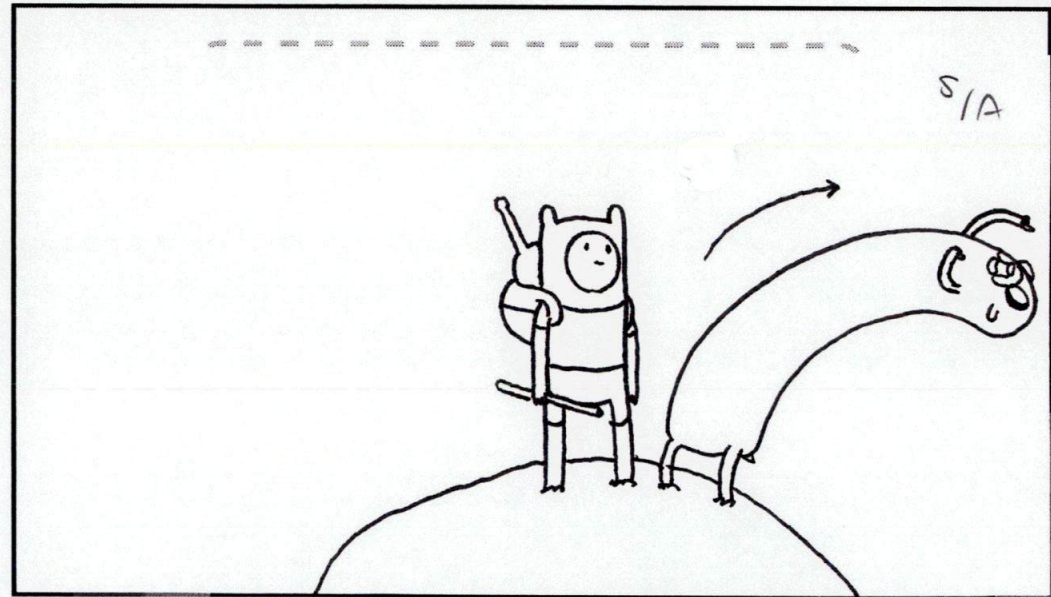
Sc. **81 cont** Pnl. **C** Bg.

day night



Sc. **81 cont** Pnl. **D** Bg.

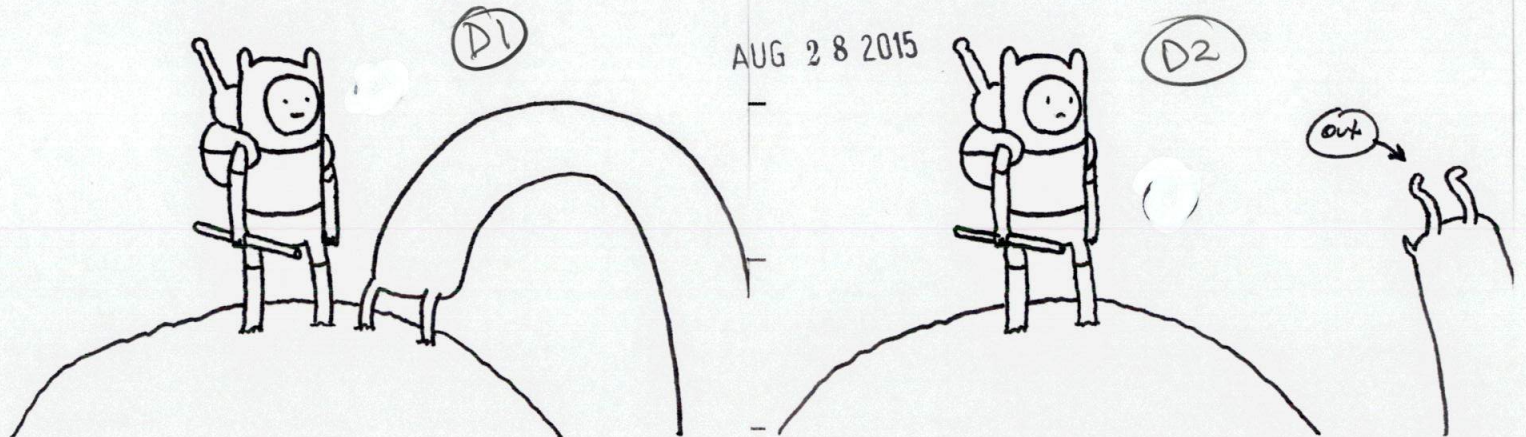
day night



Dialog: Jake/ come on —————> let's make some magic happen.

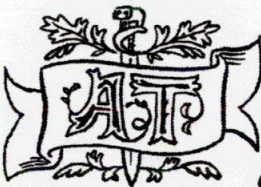
Action: -J. STRETCHES OFF/S.

Timing:



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ADVENTURE TIME

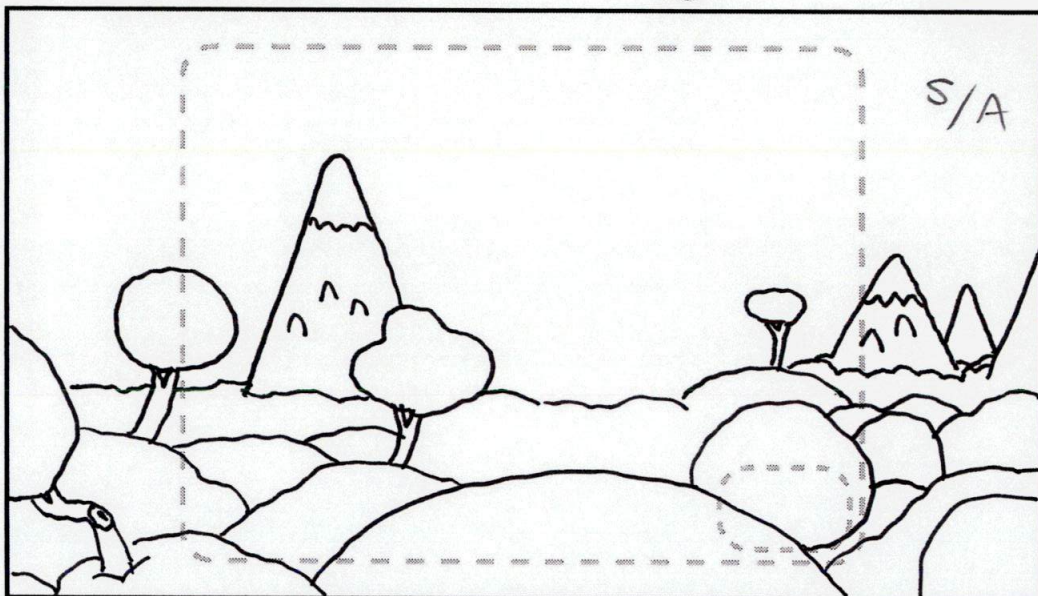
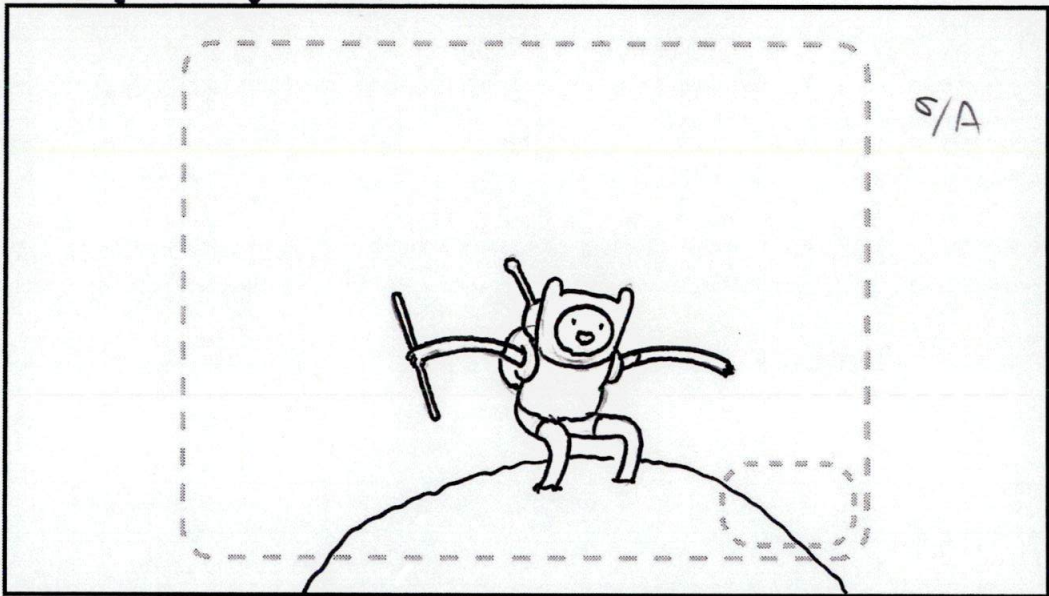


Sc. **81 cont** Pnl. **E** Bg.

day night

Sc. **81 cont** Pnl. **F** Bg.

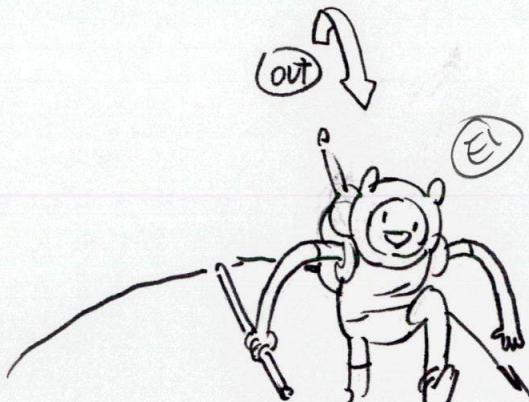
Page **89**
day night **PA NEXT**



Dialog: **Finn/ Yeah my magic flute spell**

Action:

Timing:



-F, HOPS
OFF/S.

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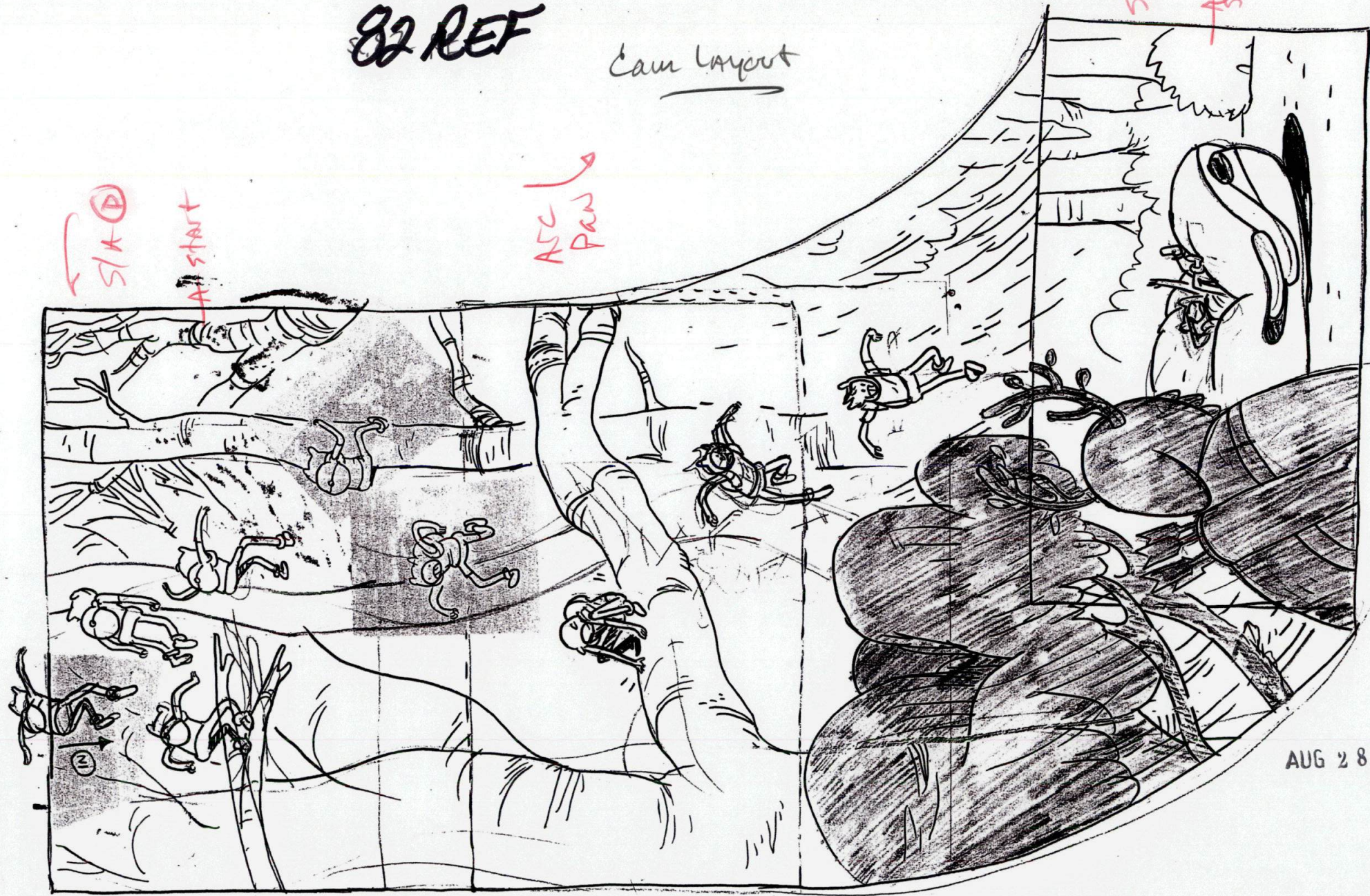
Production:

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REFERENCE FOR TRACKING SHOT, SC 82



82 REF

Cam layout

P. 89A
90 NEXT

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ADVENTURE TIME



Page **90**

Sc. **82**

Pnl. **A**

Bg.

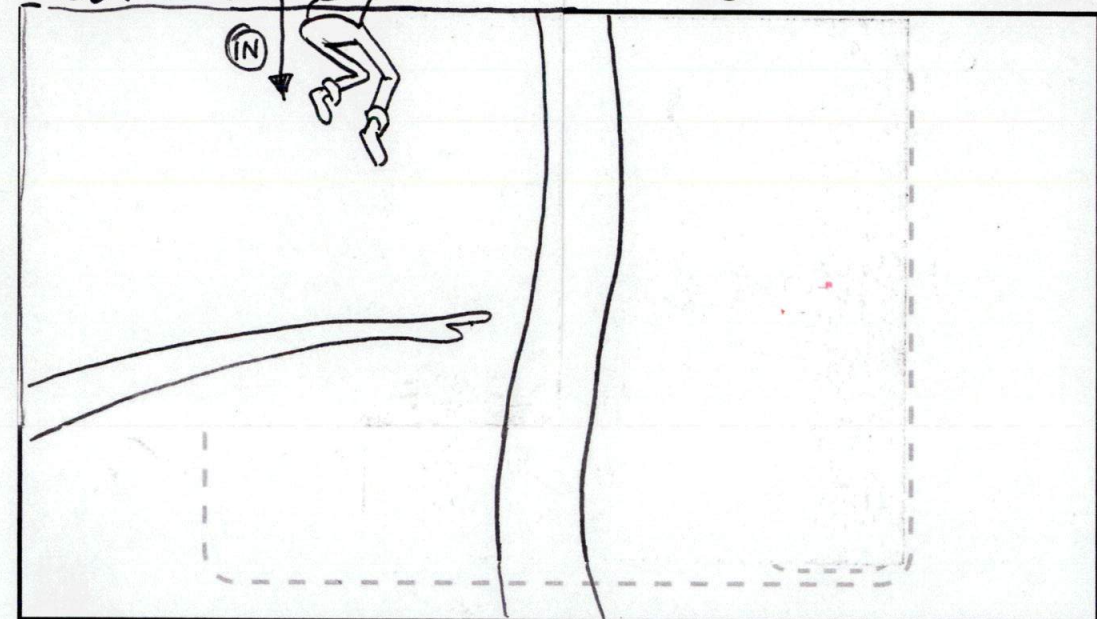
day night



Sc. **82 cont**

Bg.

day night



Dialog:

Action:

SP - Just below forest canopy

- F. FALLS ON/S.

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Timing:

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Production:

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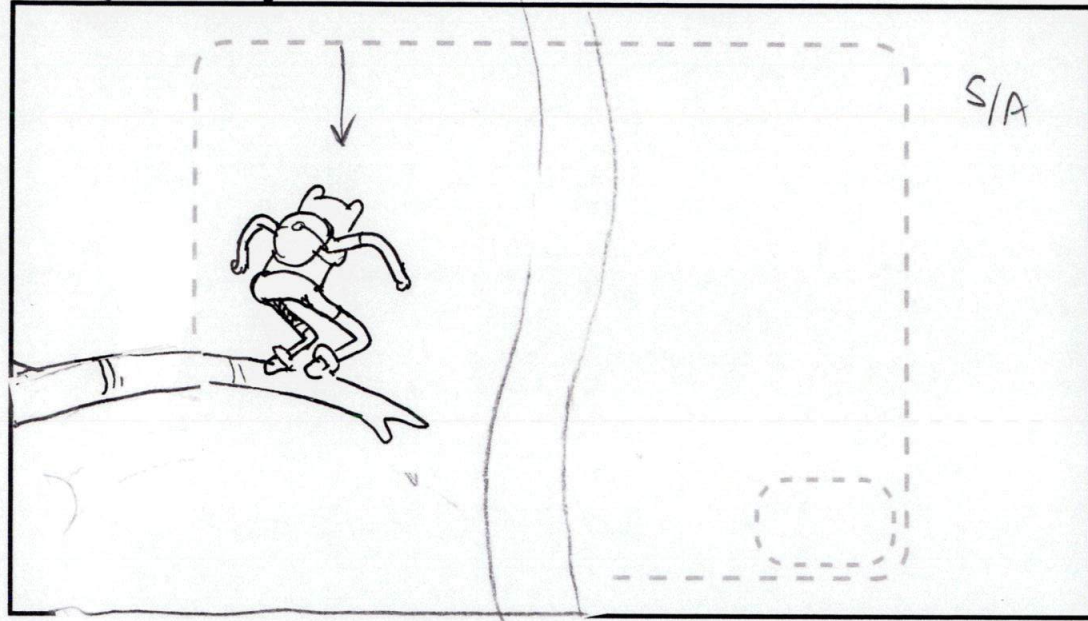
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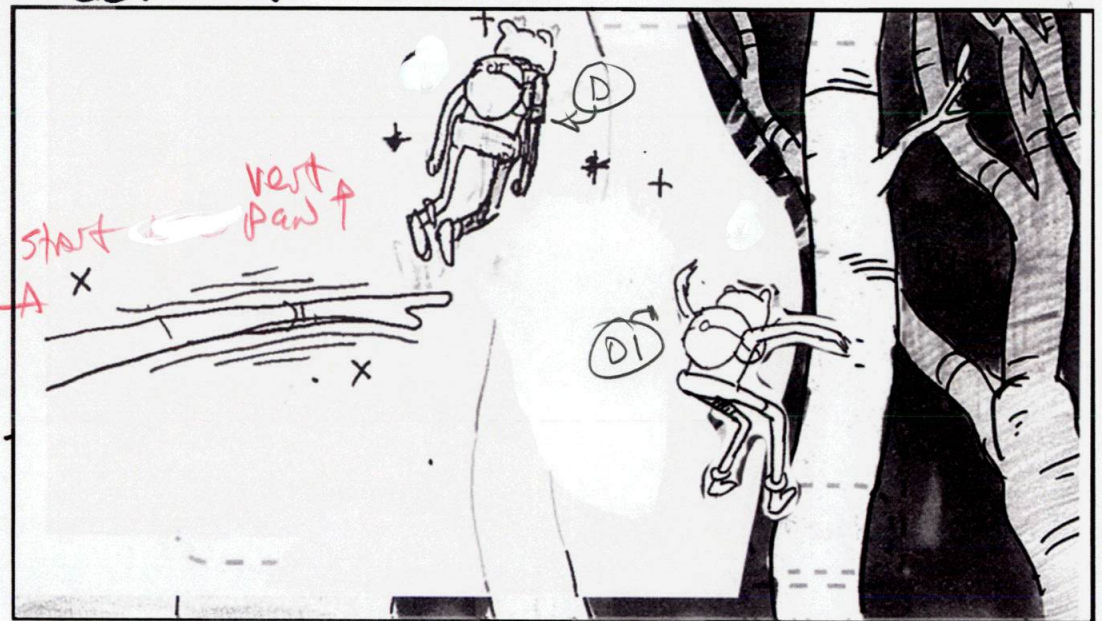
ADVENTURE TIME



Sc. 82 cont Pnl. C Bg.



Sc. 82 cont Pnl. D Bg.



Dial:	
Action:	FINN LANDS, BENDING BRANCH, - F JUMPS, BRANCH QUIVERS
Timing:	

VIBRATING TREE BRANCH (A) (B)

REF {

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ADVENTURE TIME



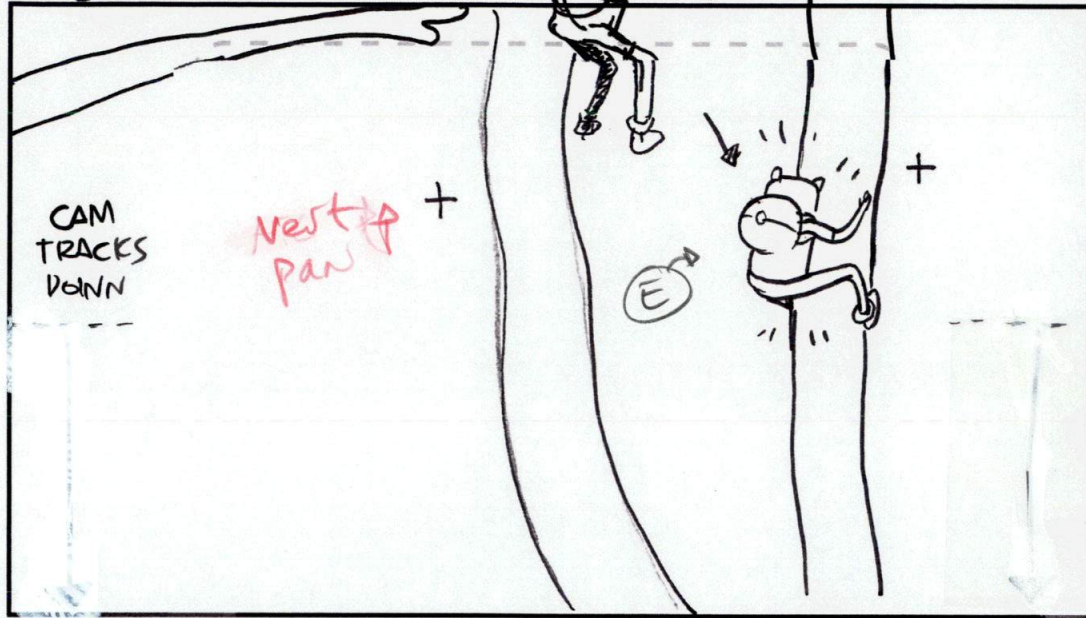
Page **92**

Sc. **82 cont**

Pnl. **E**

Bg.

day night

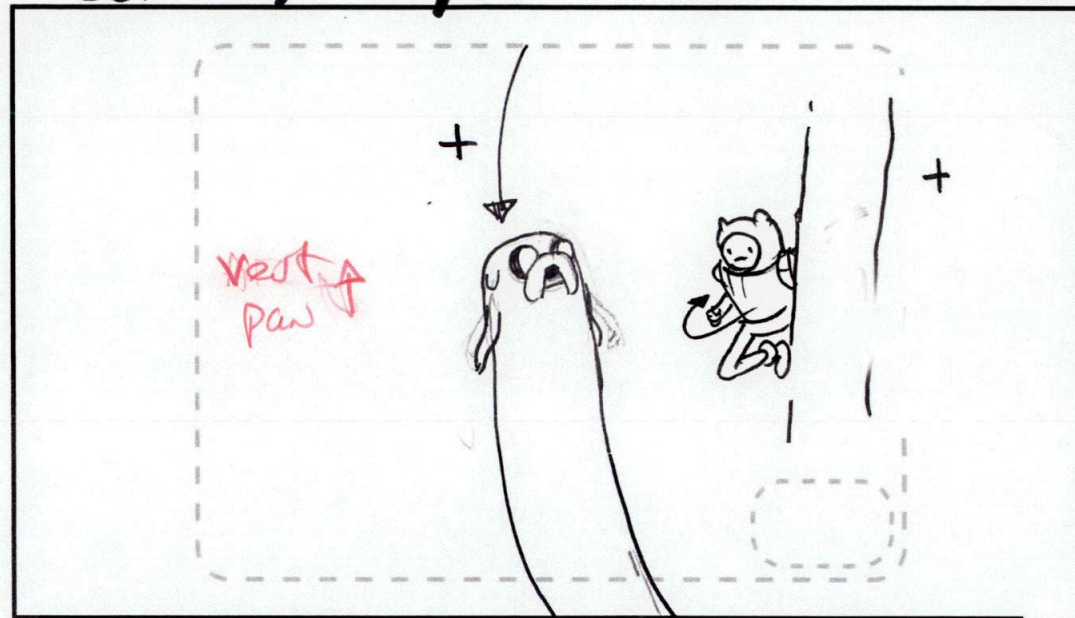


Sc. **82 cont**

Pnl. **F**

Bg.

day night



Dialog:

See Cam Layout SR page 89A

Action:

CAM TRACKS DOWN TO FOLLOW FINN
F LANDS ON TREE BRANCH

Timing:

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Production:

1034/231

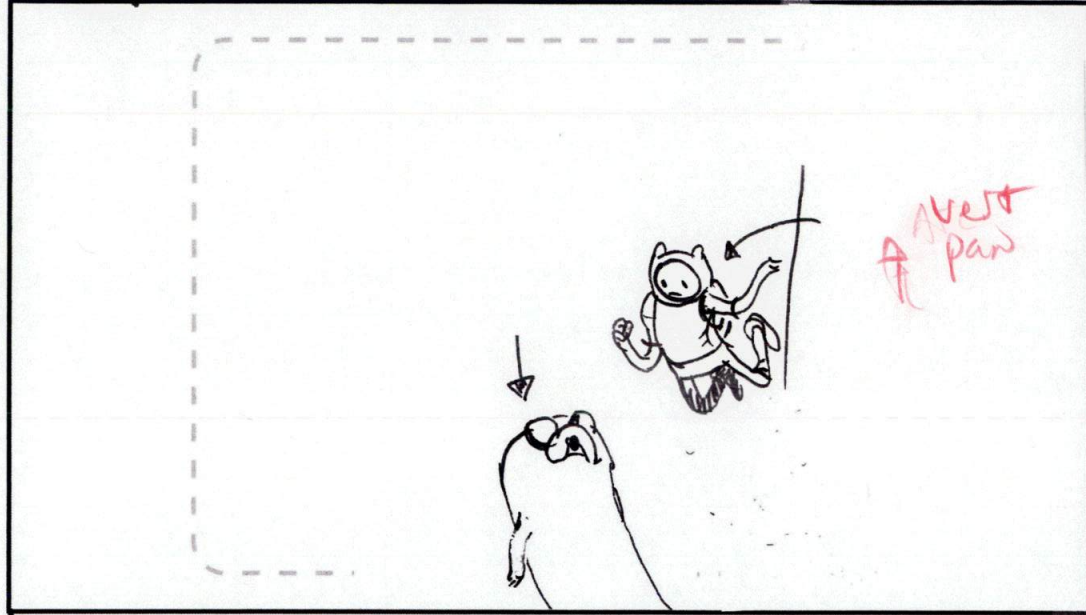
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ADVENTURE TIME

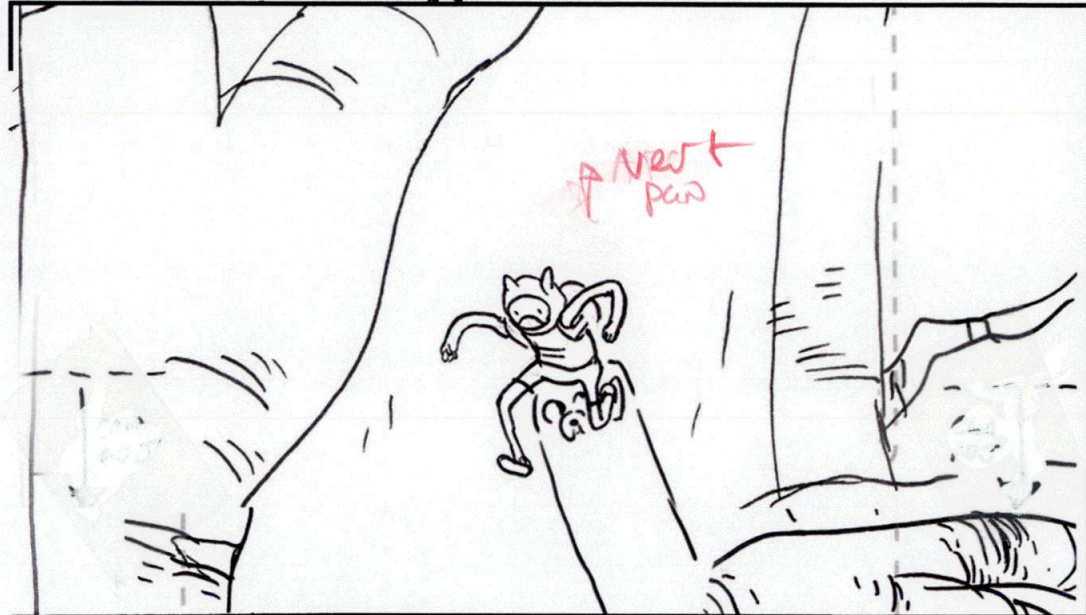


Page **93**

Sc. **82 cont** Pnl. **G** Bg. day night



Sc. **82 cont** Pnl. **H** Bg. day night



Dialog:

Action:

- J.'S HEADS STRETCHES DOWN OFFS
- FI LEAPS

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Timing:

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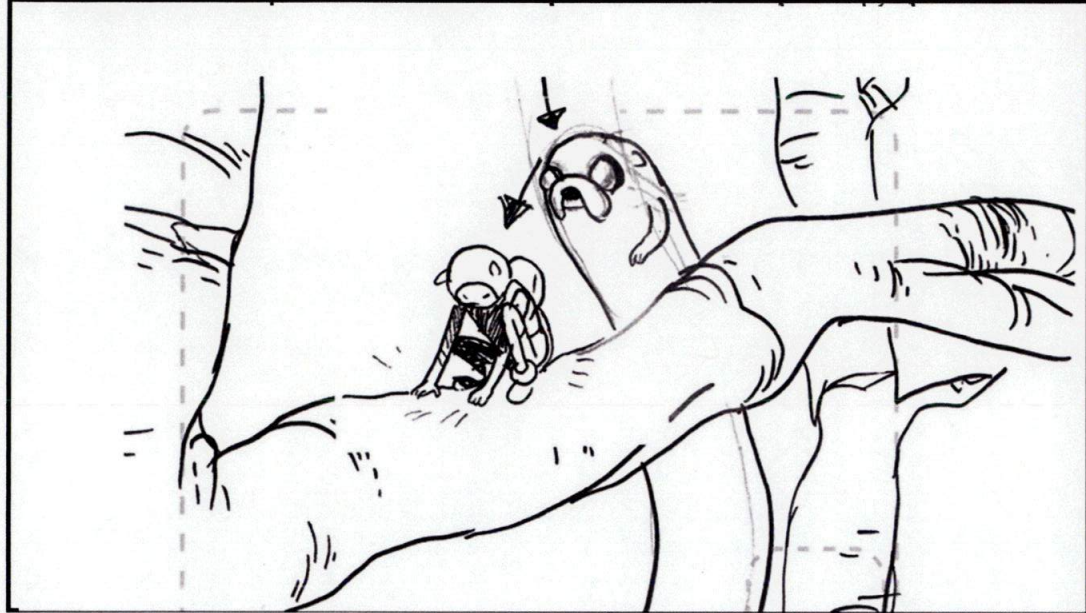
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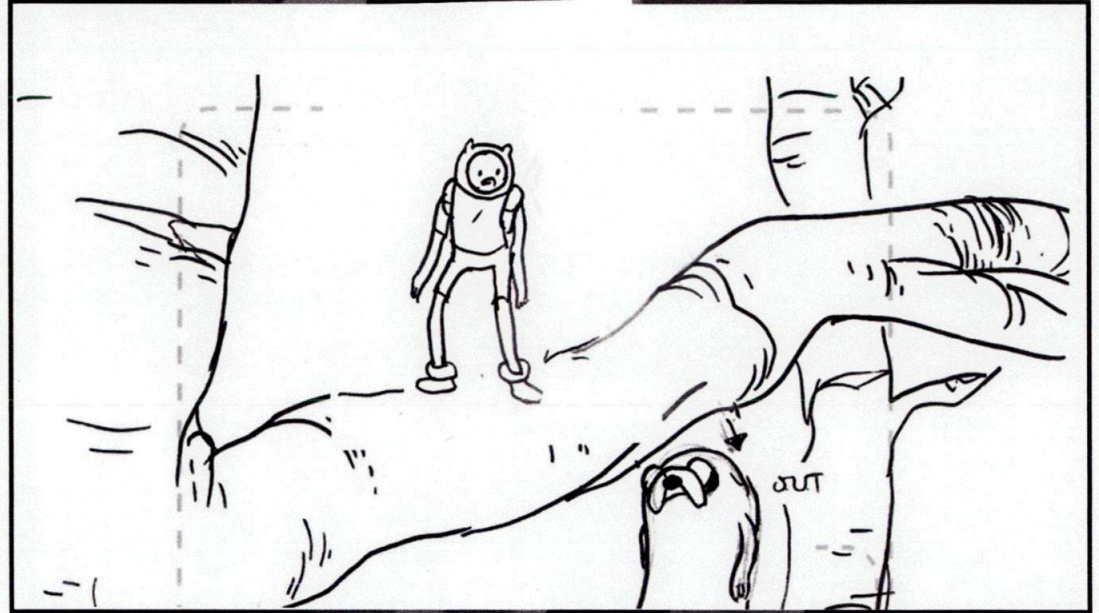


Page **94**

Sc. **82 cont** Pnl. **I** Bg. day night



Sc. **82 cont** Pnl. **J** Bg. day night



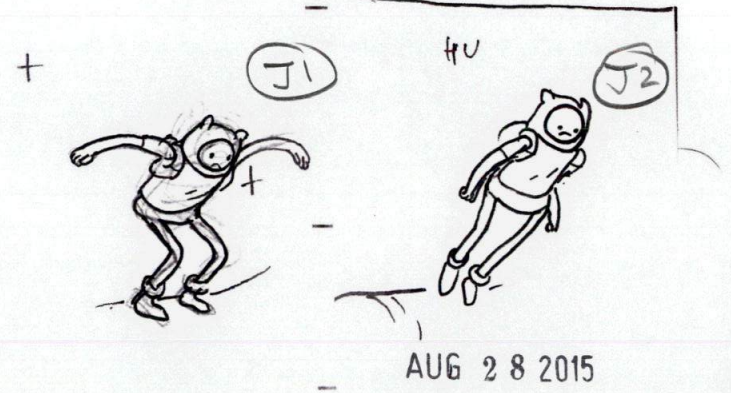
Dialog:

SFX: — * CHFF *

Action:

-F LANDS ON BRANCH.

Timing:



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ADVENTURE TIME



Sc. *82 cont* Pnl. *K*

Bg.

day night



Sc. *82 cont* Pnl. *L*

Bg.

day night



Dialog:

Action:

Timing:

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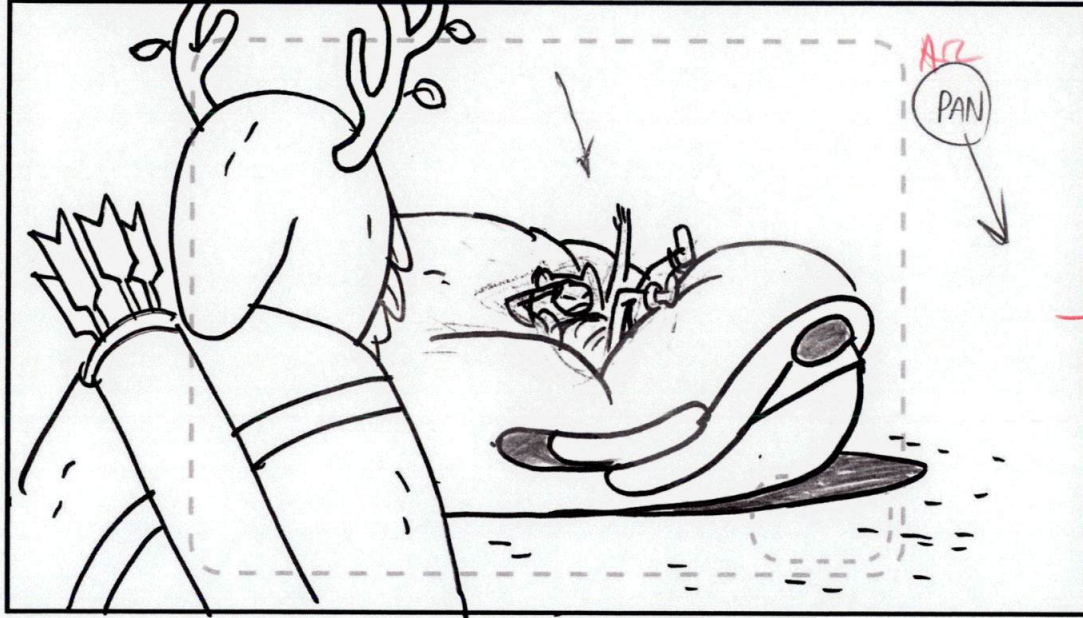
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ADVENTURE TIME

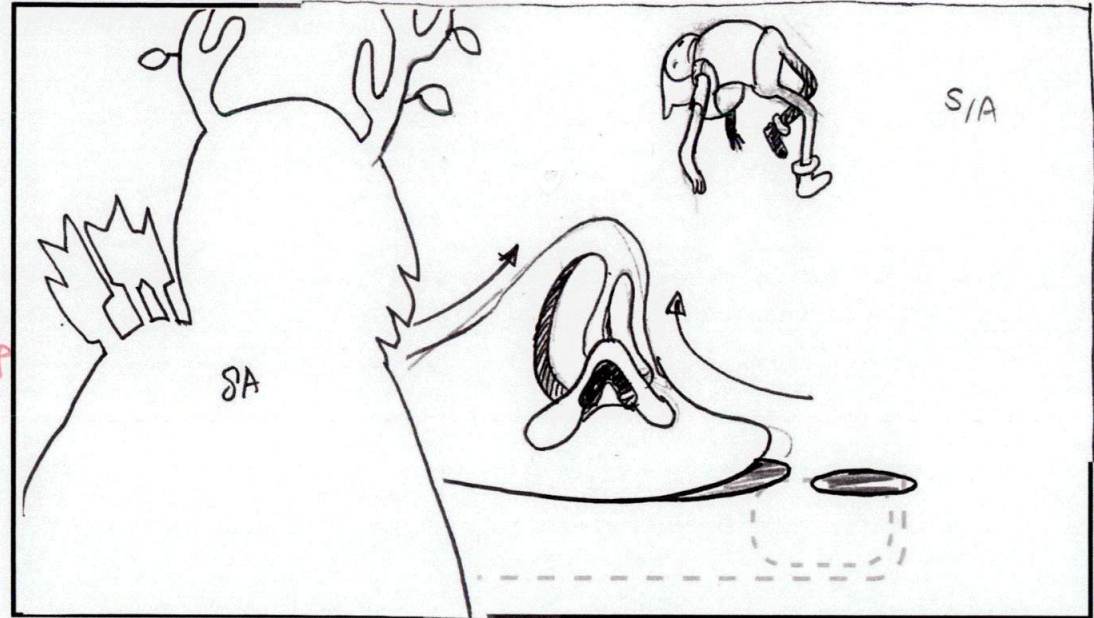


96

Sc. **82 cont** Pnl. **M** Bg. day night



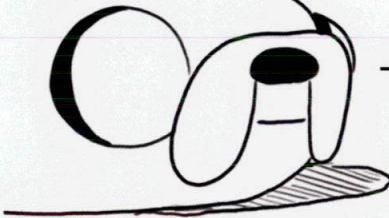
Sc. **82 cont** Pnl. **N**



Dialog:

Action:

Timing:

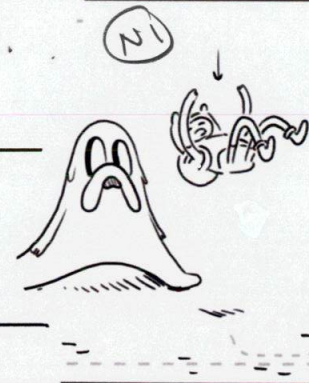


- F. LANDS IN JAKE-CUSHION.

- F. BOUNCES OFF J.

SFX: * BWOING *

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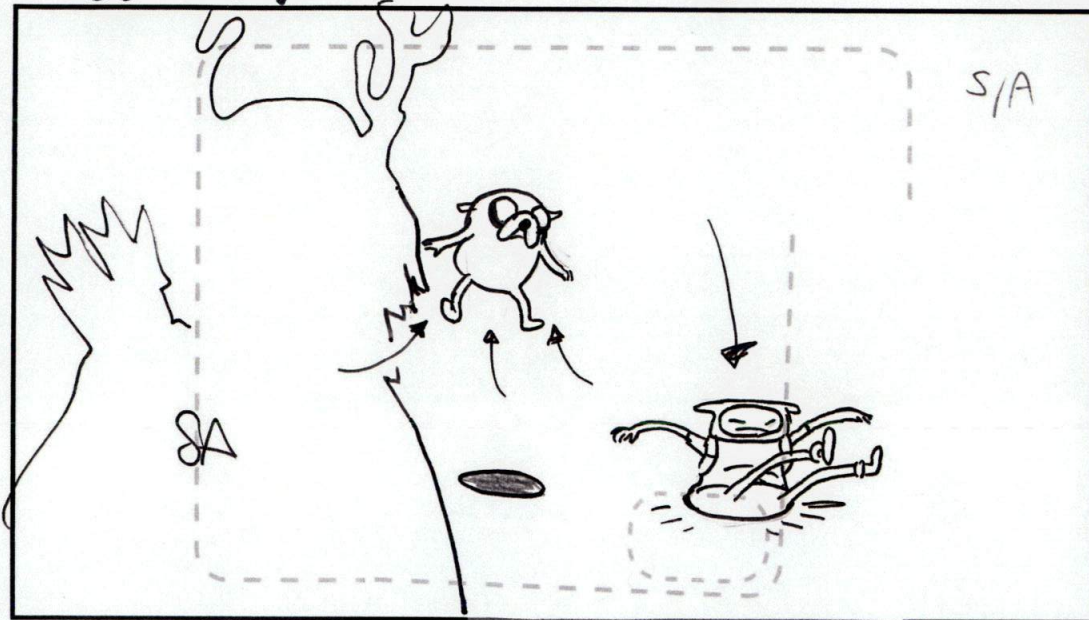
ADVENTURE TIME



Sc. **82 CONT** Pnl. **0**

Bg.

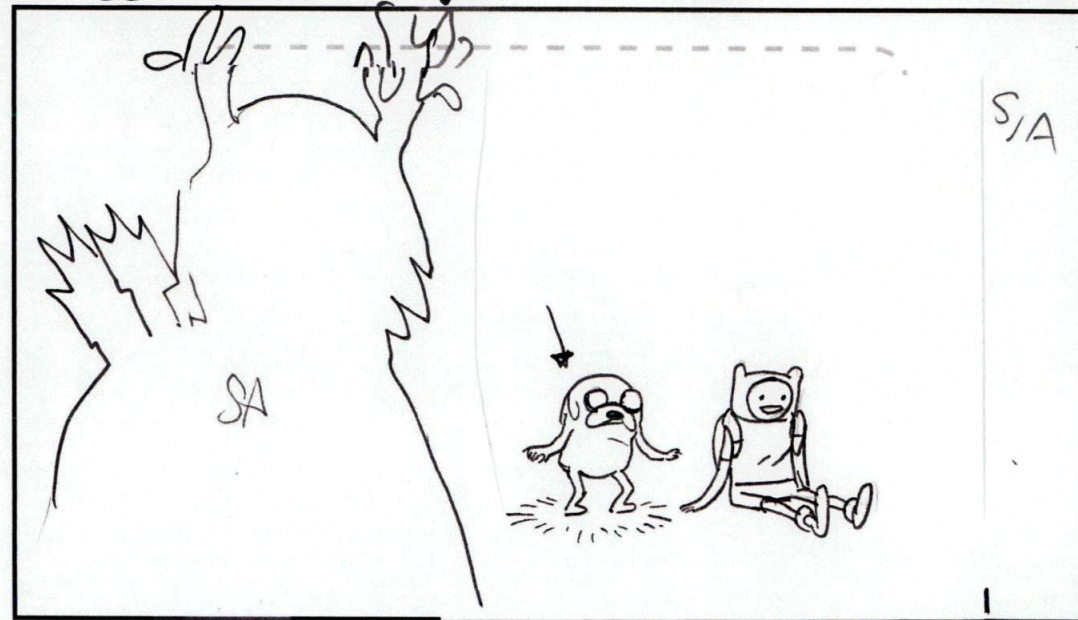
day night



Sc. **82 CONT** Pnl. **P**

Bg.

day night



Dialog:

Ⓕ [IMPACT]

Action:

-F. LANDS ON HIS BUTT
-J. RETRACTS BODY.

-J. LANDS

Timing:

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ADVENTURE TIME



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Sc. 82 *cont*

Pnl. Q

Bg.

day night



Sc. 83

Pnl. A

Bg.

day night



HW/ Finn,

F+J: AAH!

HW: I had and idea

Action:

F+J JUMP

Timing:

HW STEPS OUT
OF SHADOW →



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ADVENTURE TIME



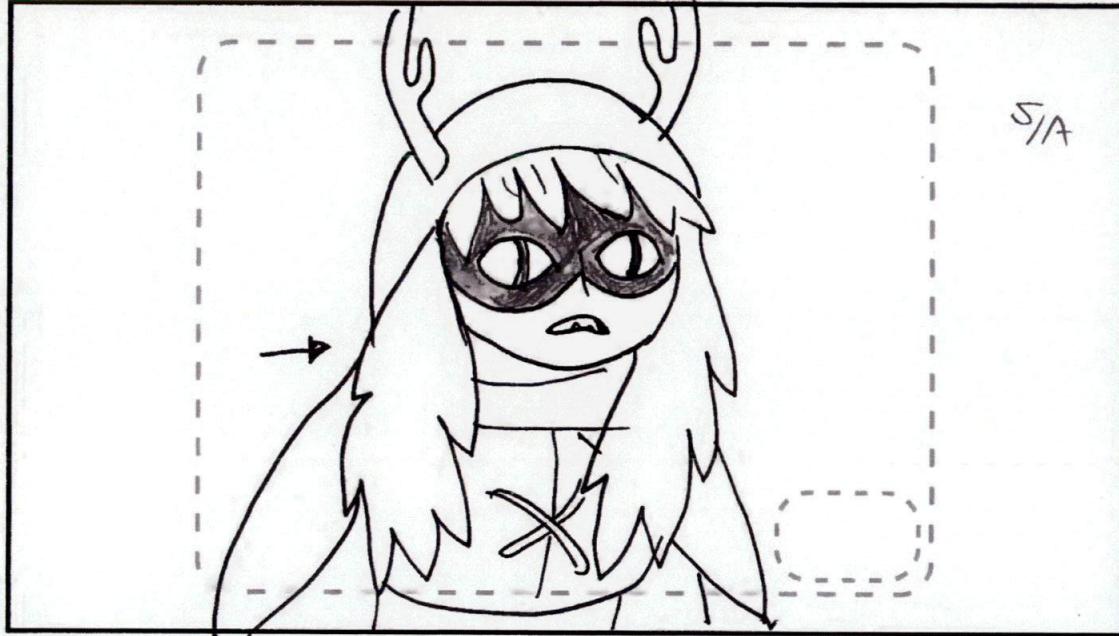
Page **99**

Sc. 83 **CONT**

Pnl. B

Bg.

day night

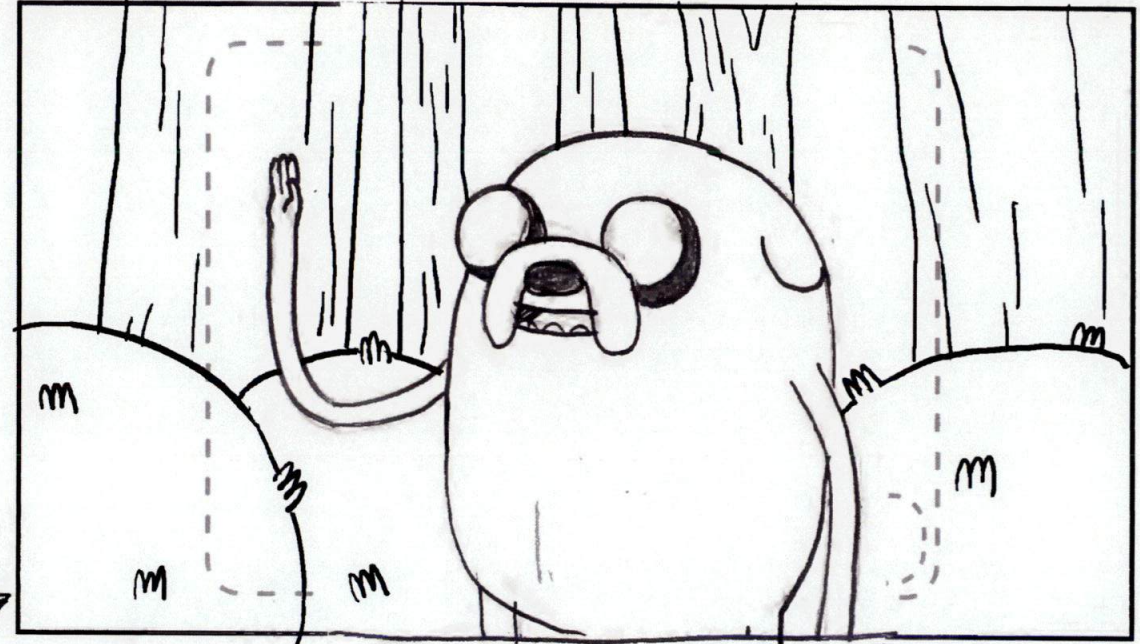


Sc. 84

Pnl. A

Bg.

day night



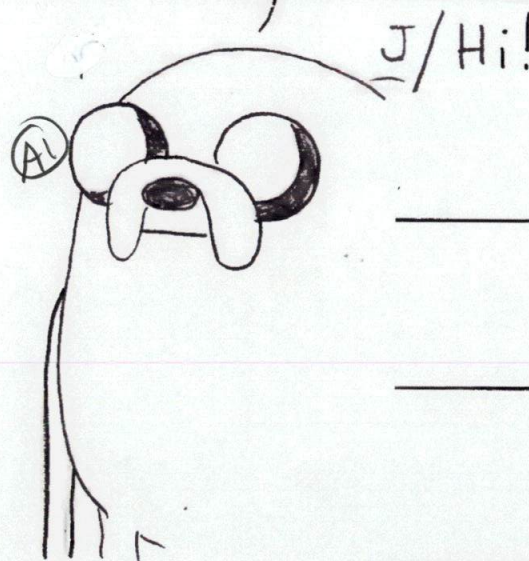
Dialog:

HW/ I had an idea.

Action:

MOVES FORWARD OUT OF SHADOW

Timing:



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Page **100**

Sc. 85

Pnl. A

Bg.

day night

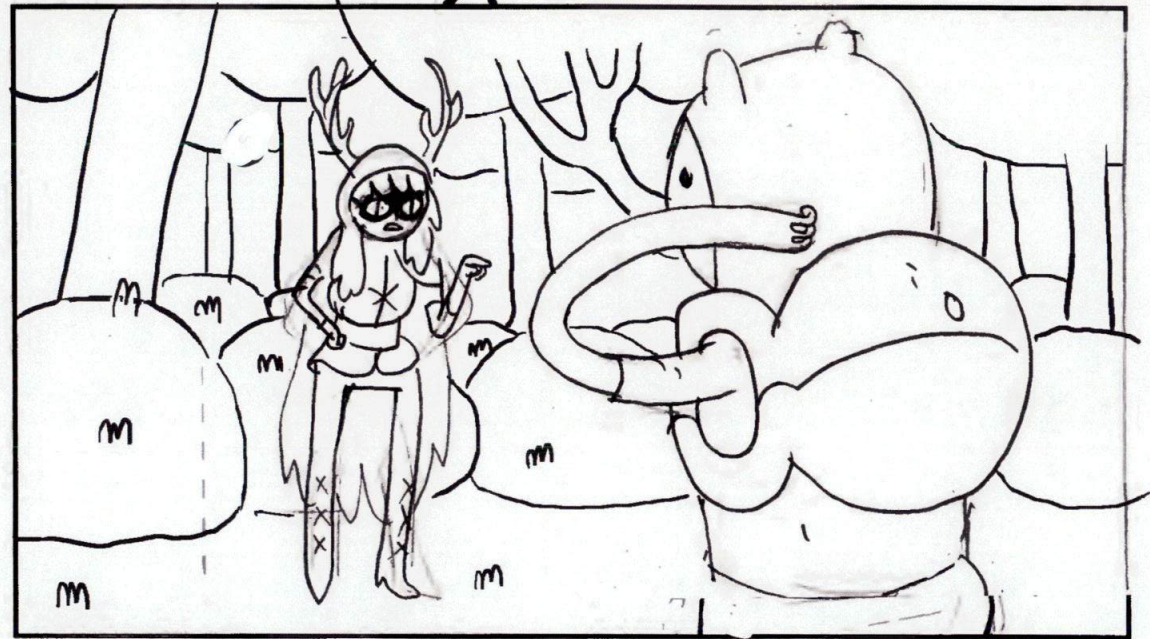


Sc. 86

Pnl. A

Bg.

day night

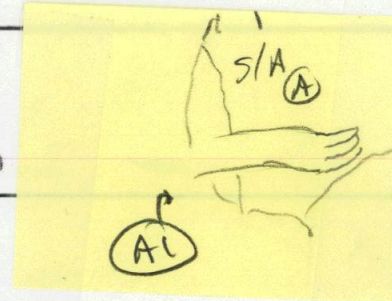


HW/ I think the problem is
your flute..

HW/ WE SHOULD try and make
you a better one from a magical
tusk:



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ADVENTURE TIME

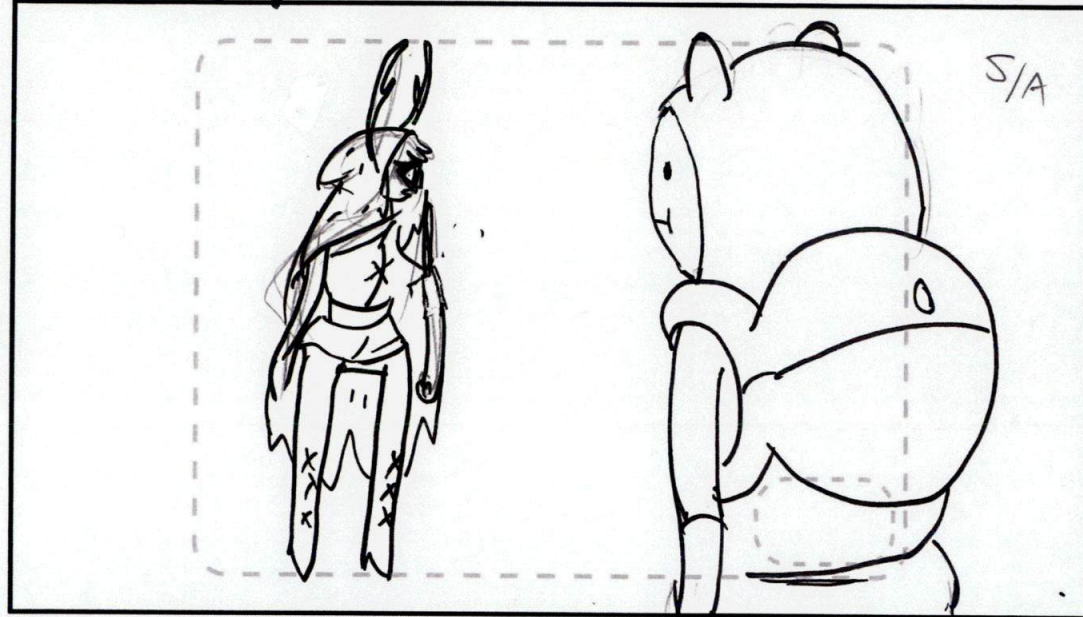


Page **101**

Sc. 86 **CONT** Pnl. B

Bg.

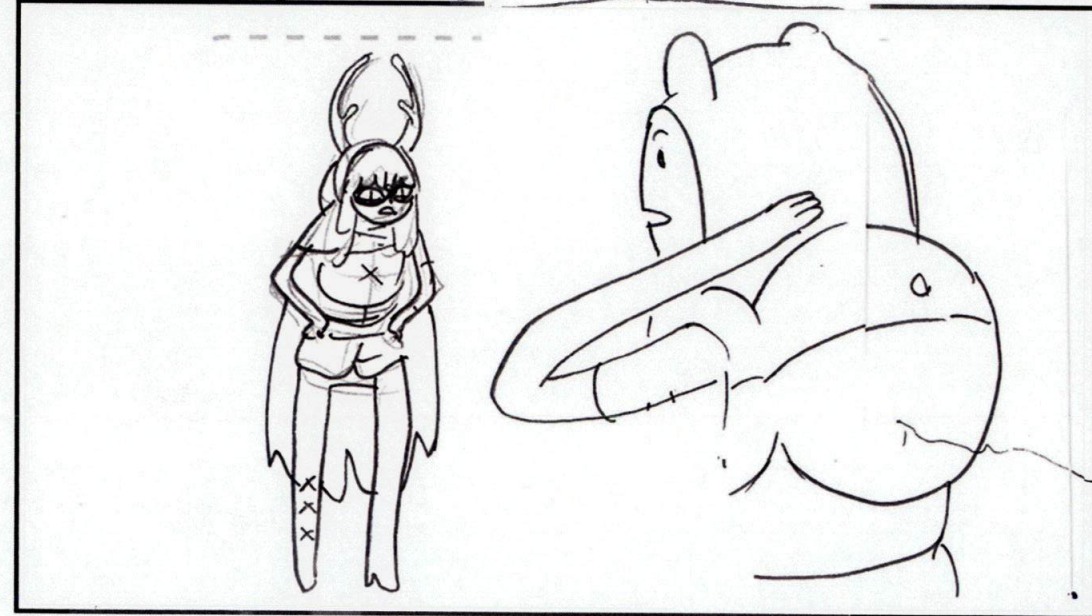
day night



Sc. 86 **CONT** Pnl. C

Rd.

day night



HW/ Like the tusk of the Legendary Thunderboard that lives in these woods.

F/ I'm down for whatever if it helps.

Timing:



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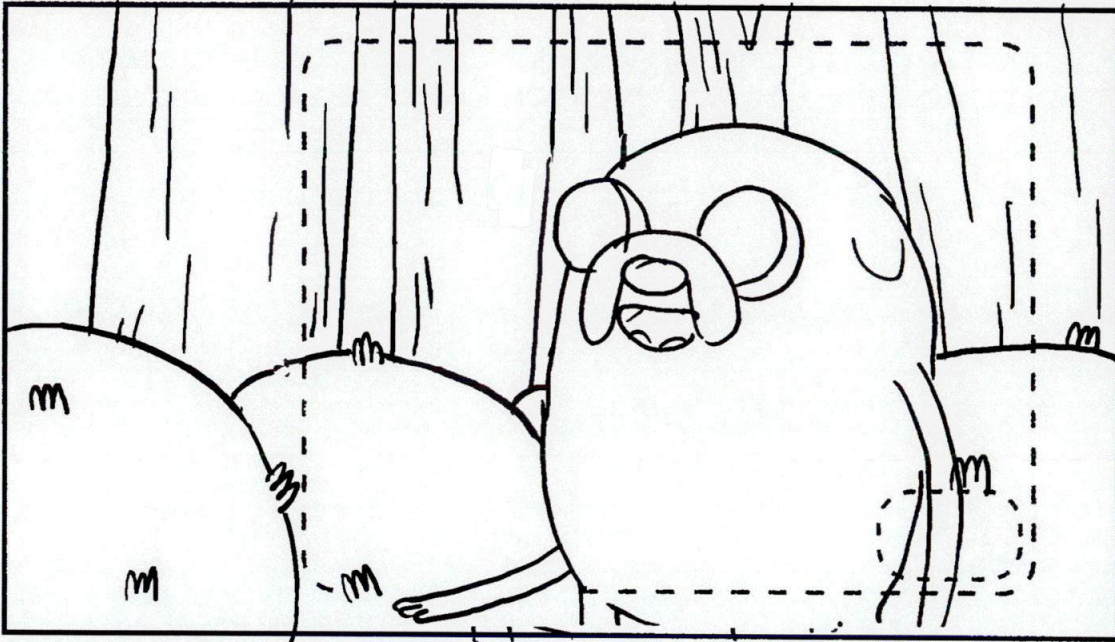


Sc. 87

Pnl. A

Bg.

day night



Sc. 88

Pnl. A

Bg.

day night



Dialog:

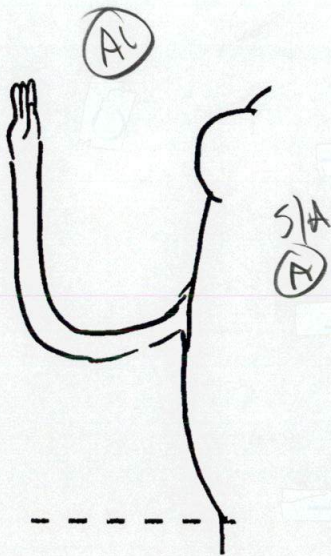
J/ I'm also here!

Action:

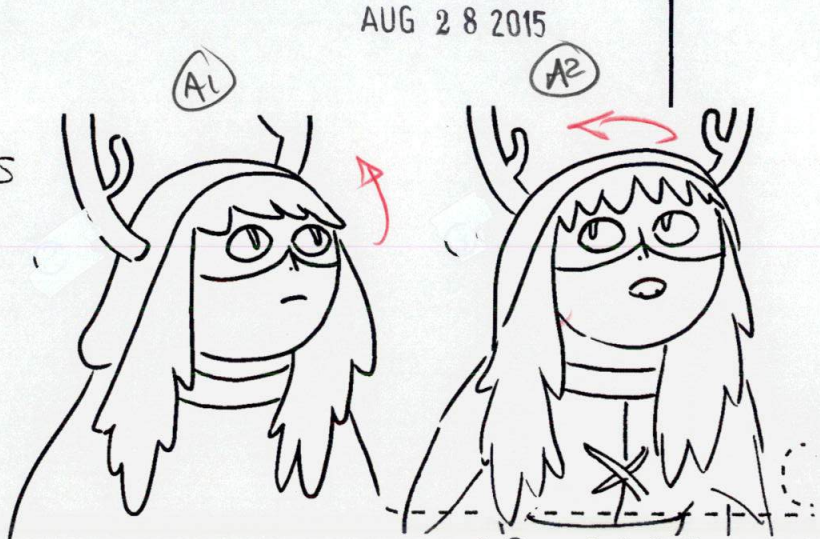
- HAND STILL UP, DOESN'T MOVE

Timing:

HW/ Hey, whats up. Ok it's late--



-HW ACKNOWLEDGES JAKE.



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ADVENTURE TIME



Sc. 88 cont Pnl. B

Bg.

day night

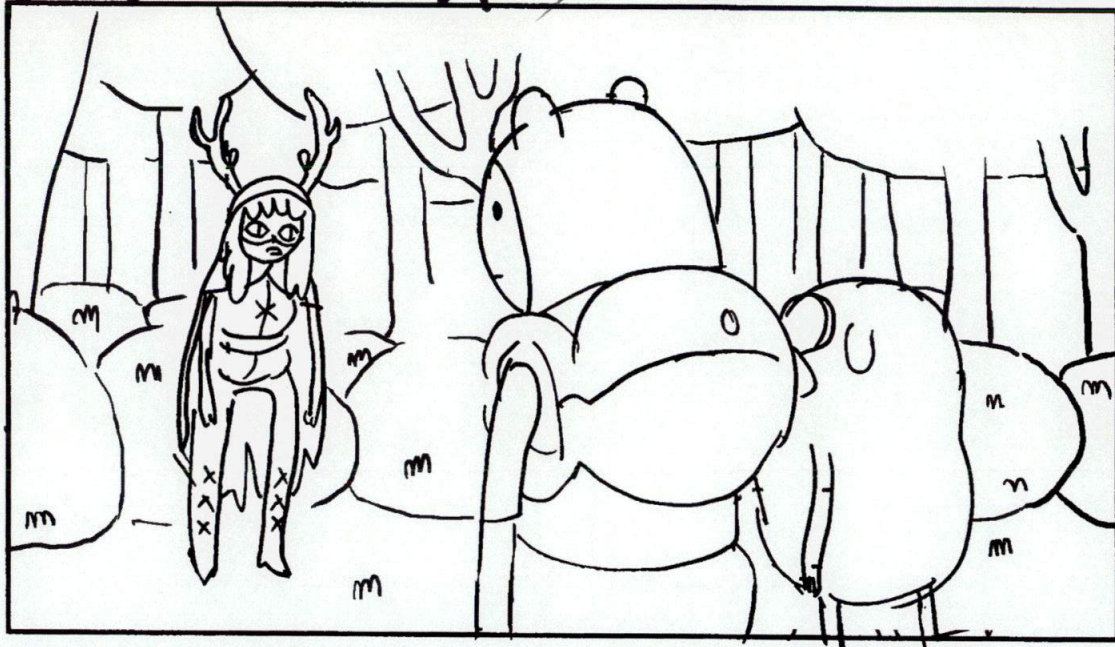


Sc. 89

Pnl. A

Bg.

day night



Dialog:

HW/ Why don't you guys crash at my place tonight.

HW:

We'll start the hunt first thing in the morning.

AI

Action:

- HW ANTICS

AI

Timing:

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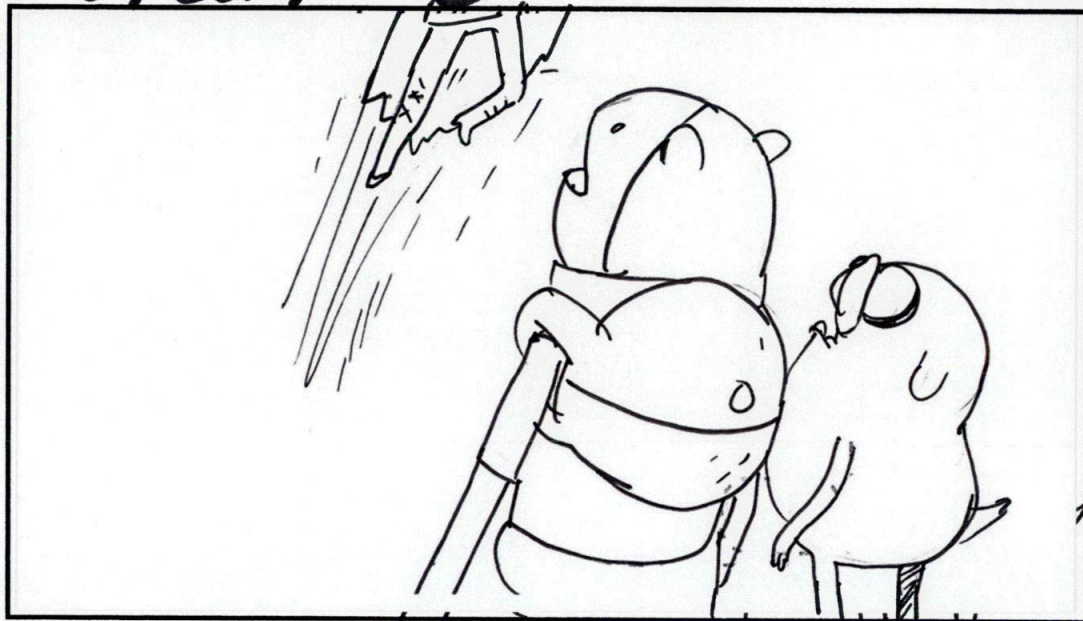


Page **104**

Sc. **89 cont** Pnl. **B**

Bg.

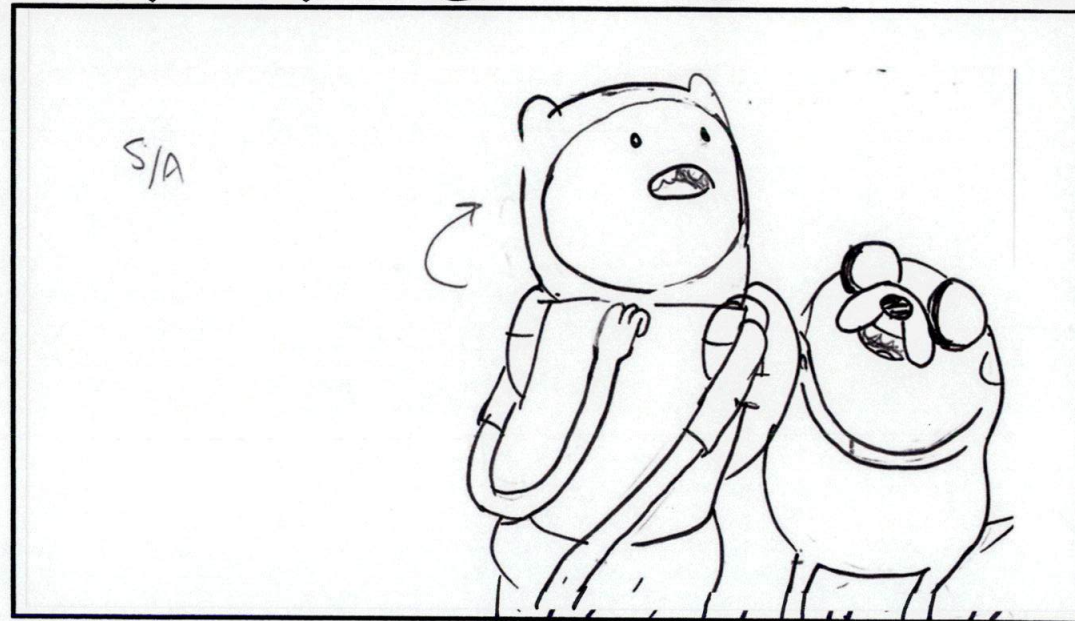
day night



Sc. **89 cont** Pnl. **C**

Bg.

day night



Dialog:

SFX: * WHOOSH *

J/Haha! I'm like your sleepover chaperone!

Action:

HW
JUMPS OFF/S.

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Timing:

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Production:

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ADVENTURE TIME

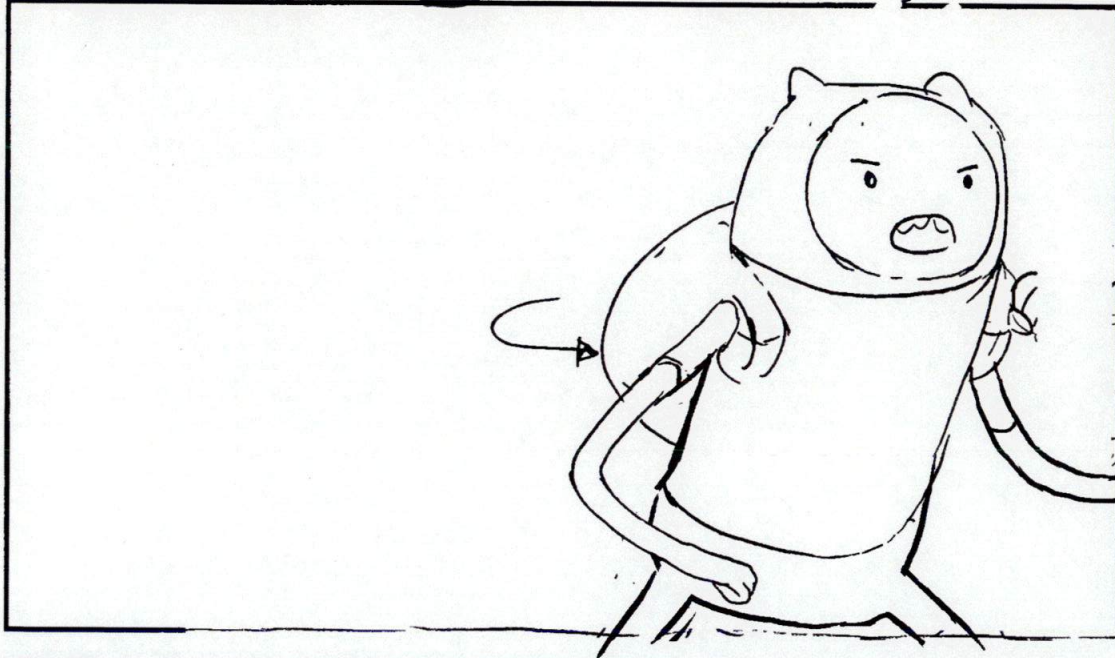


Page **105**

Sc. **89 cont** Pnl. **D**

Bg.

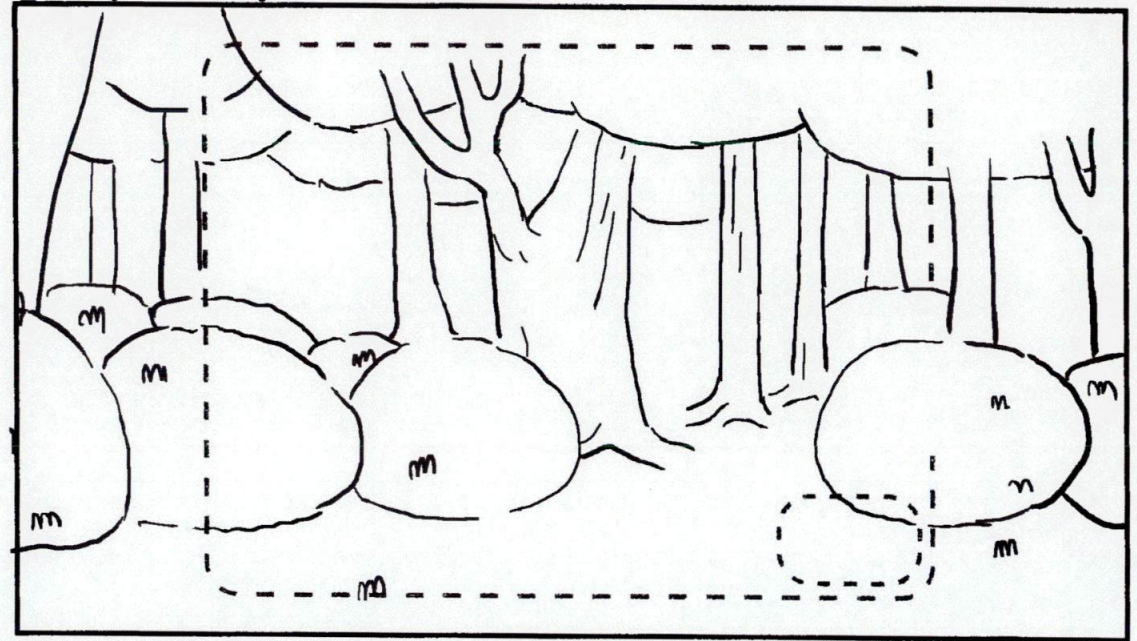
day night



Sc. **89 cont** Pnl. **E**

Bg.

day night



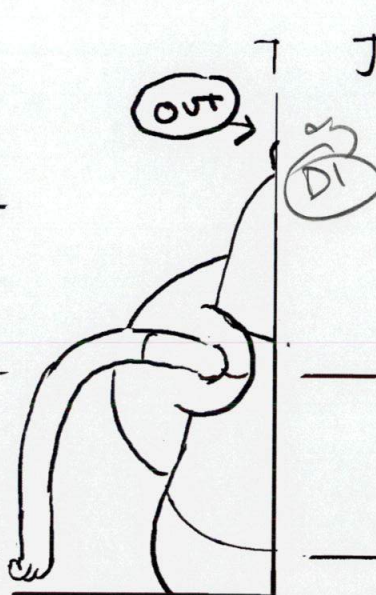
Dialog:

F/Grow up!

Action:

- F+J WALK OFF/S

Timing:



J/(IN DISTANCE) YOU grow up, ya teen!

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ADVENTURE TIME



Page **106**

Sc. 90

Pnl. A

Bg.

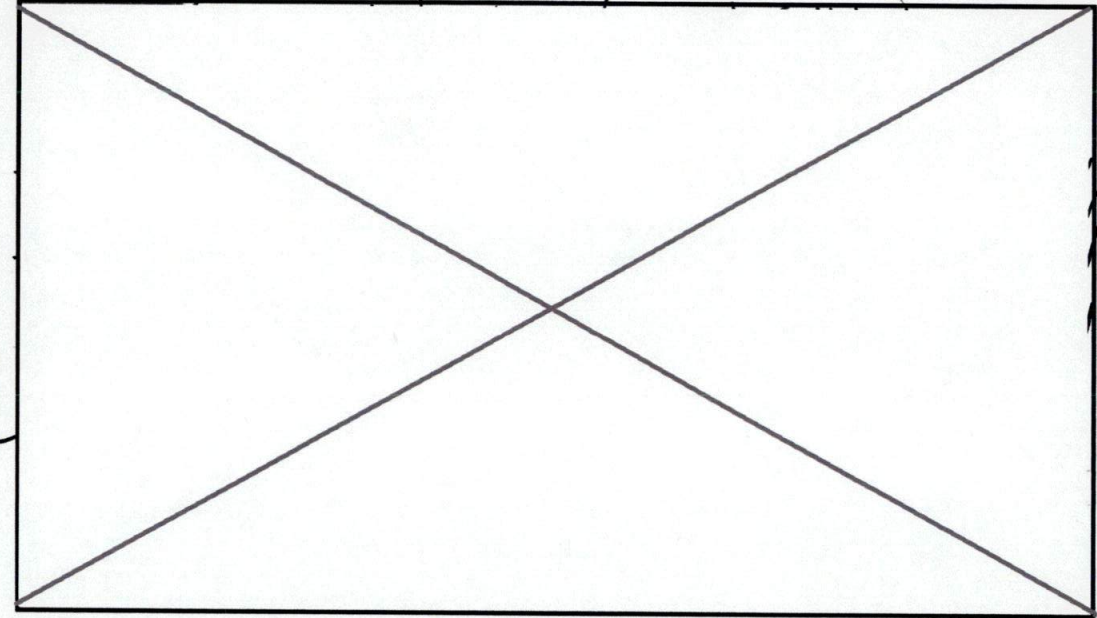
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- F, J, + HW WALK ON/S.
- HUNTRESS WIZARD'S TREE.

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Timing:

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Production:

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ADVENTURE TIME



Page 107
day night

Sc. 91

Pnl. A

Bg.

day night

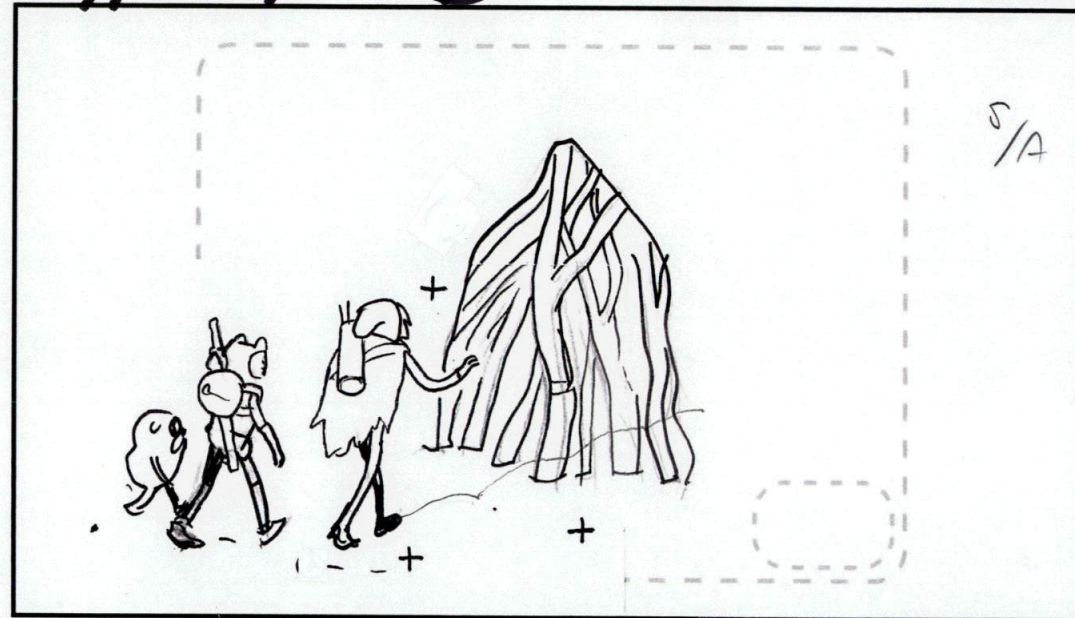


Sc. 91 CONT

Pnl. B

Bg.

day night

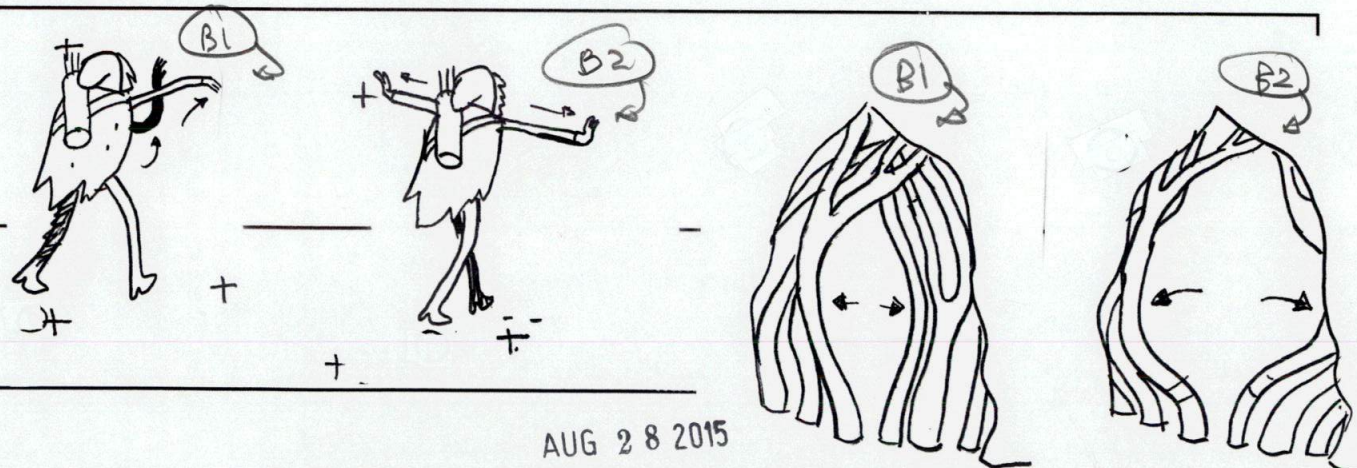


Dialog:

Action:

Timing:

- HW PARTS TREES AS SHE APPROACHES



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Production:

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ADVENTURE TIME



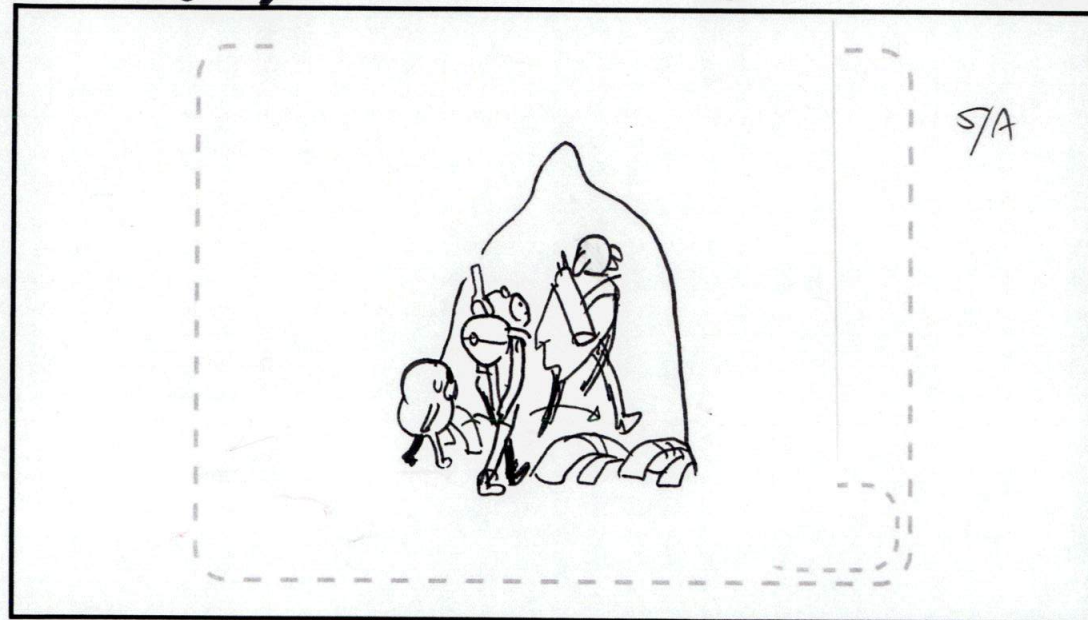
Page **108**

Sc. 91 **CONT**

Pnl. C

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



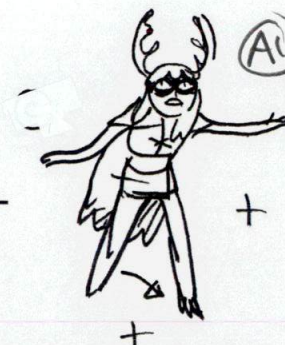
Dialog:

HW: So yeah, here's the place..

Action:

- F, J, HW ENTER HOUSE / TREE.

Timing:



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ADVENTURE TIME



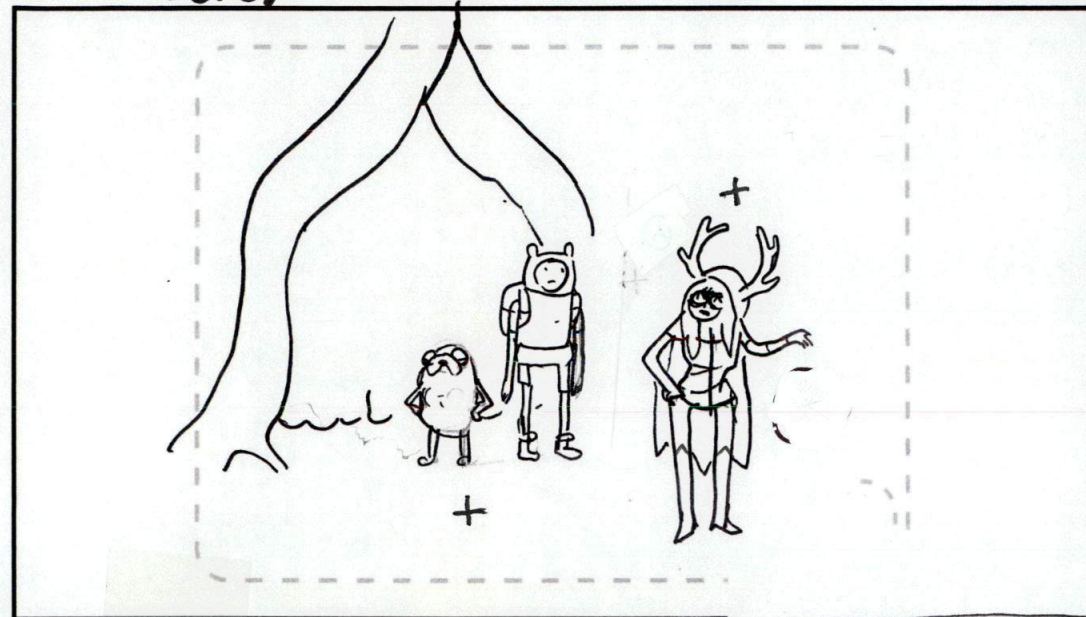
Page **109**

Sc. **92** *cont*

Pnl. **B**

Bg.

day night



Sc. **93**

Pnl. **A**

Bg.

day night



Dialog

HW: We got some nice soft dirt -

Action



Timing:

HW: (OO) -right over there -

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Production:

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ADVENTURE TIME



Page 110

Sc. 94

Pnl. A

Bg.

day night



Sc. 95

Pnl. A

Bg.

day night



Dialog:

HW: (vo)

- pantry, in case you want a snack -

HW:

- bathroom -

SFX: STREAM

Action:

Timing:

- WATER RIPPLES ON (A)(B) CYCLE

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Production

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ADVENTURE TIME



Page 11

Sc. 96

Pnl. A

Bg.

day night



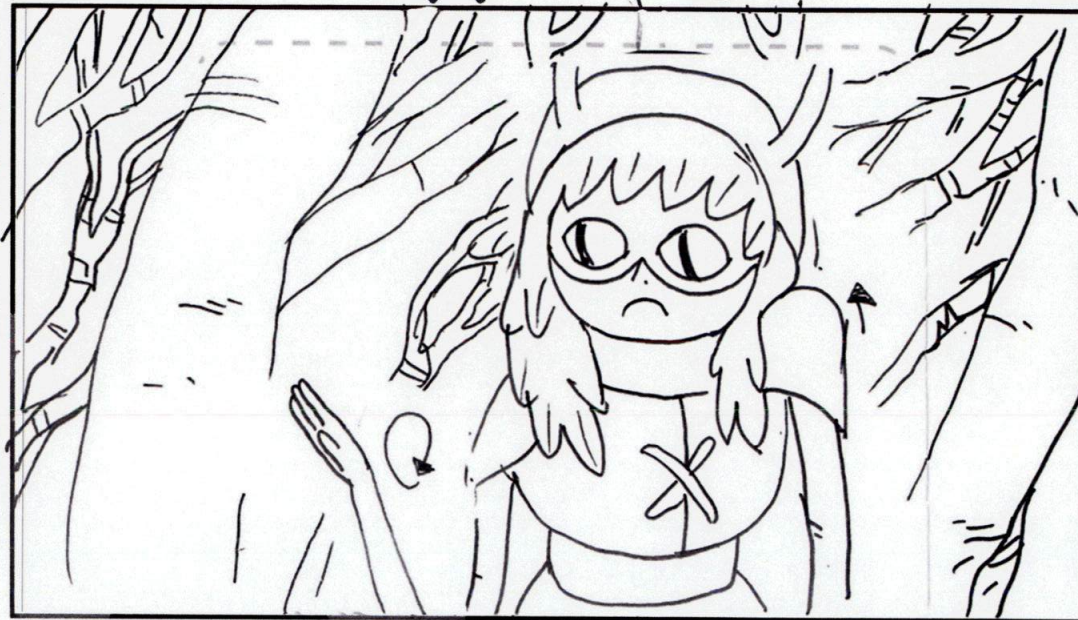
1993 ATARI JAGUAR

Sc. 97

Pnl. A

Bg.

day night



Dialog:

HW - and I got a console if you get bored.

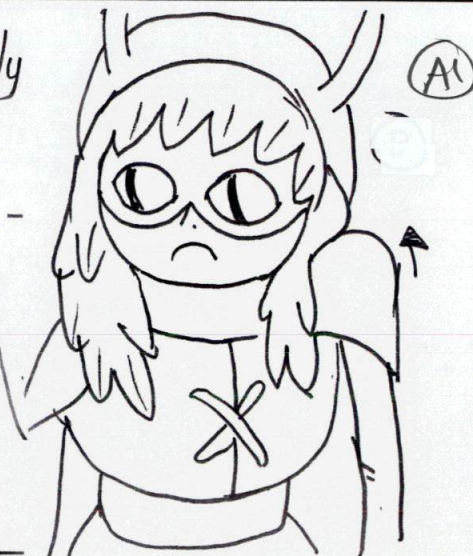
HW: - it was a gift.. I haven't really set it up yet.

Action:

-BROKEN TV AND UNPLUGGED CONSOLE

Timing:

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ADVENTURE TIME



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Sc. 98

Pnl. A

Bg.

day night



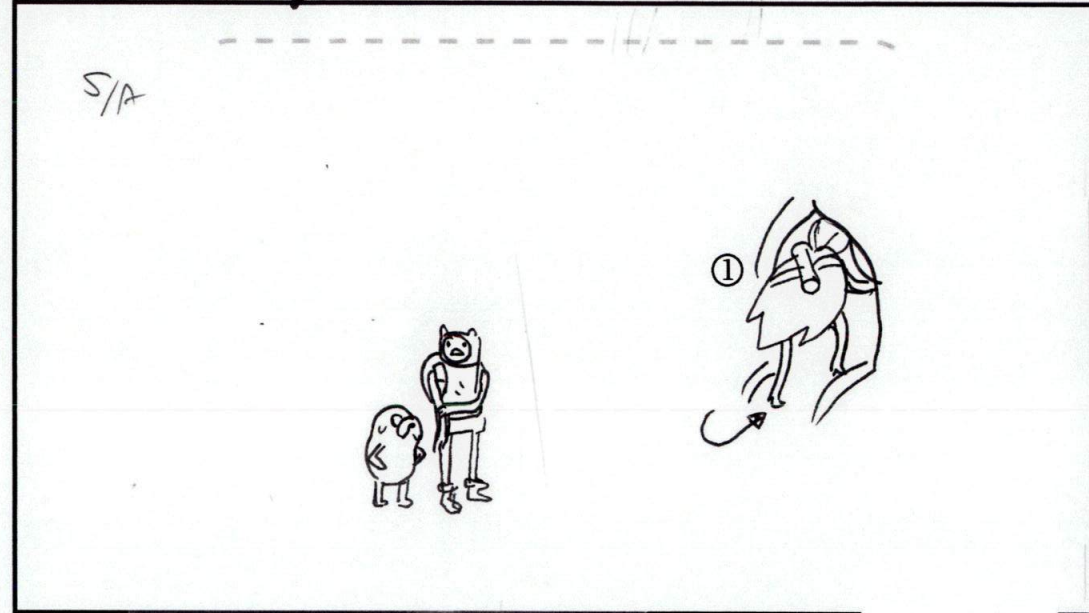
Sc. 98

cont

Pnl. B

Bg.

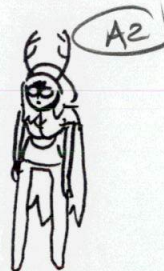
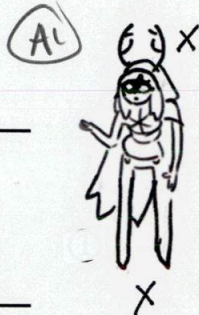
day night



HW: Night, boys!

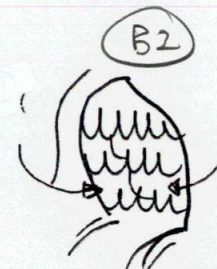
Action:

Timing:



- HW TURNS AND WALKS THROUGH CURTAIN.

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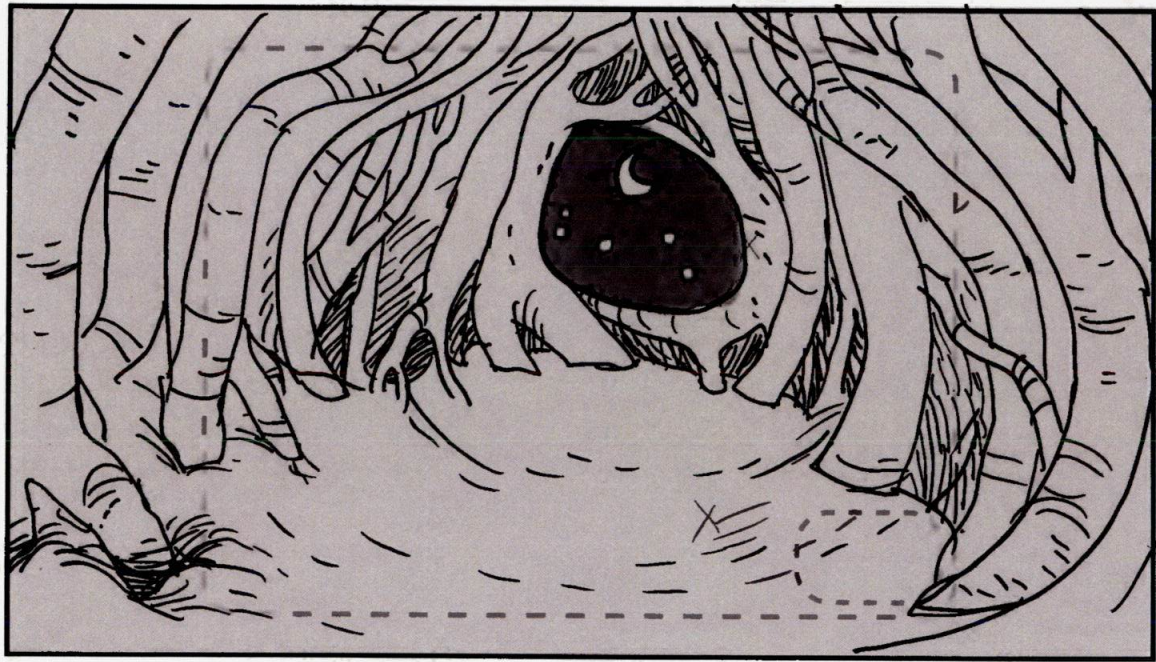


Sc. 99

Pnl. A

Bg.

day night

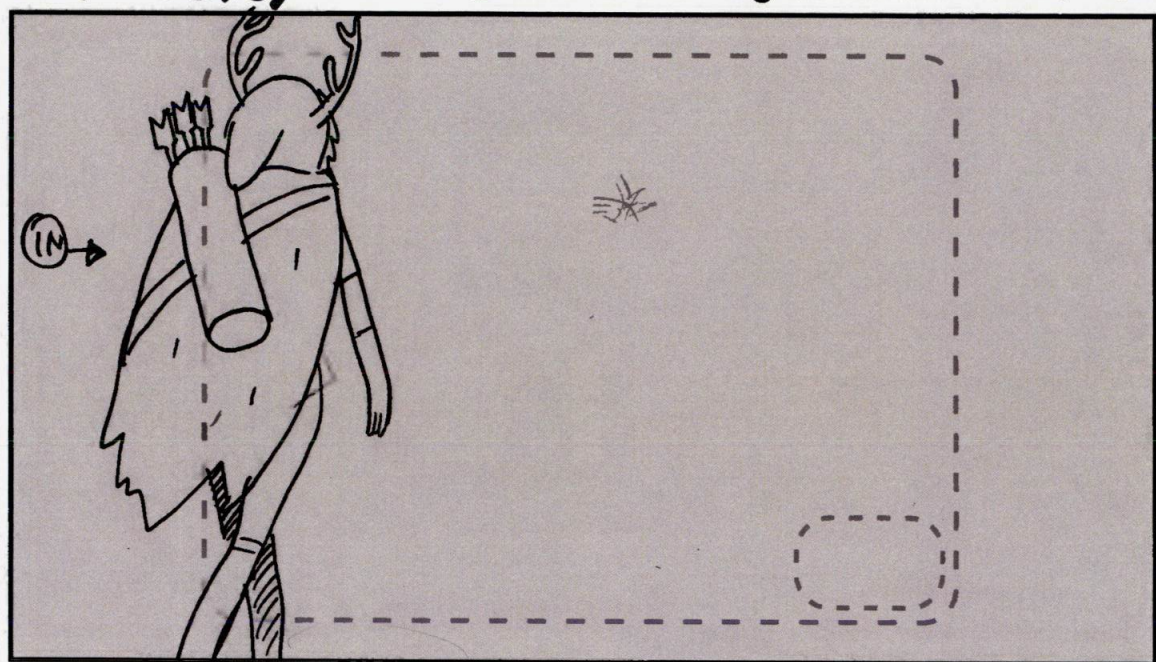


Sc. 99 *cont*

Pnl. B

Bg.

day night



Dialog:	
Action: 8P - HW'S BEDROOM - a smaller tree-dome.	
Timing:	

-HW WALKS ON/S

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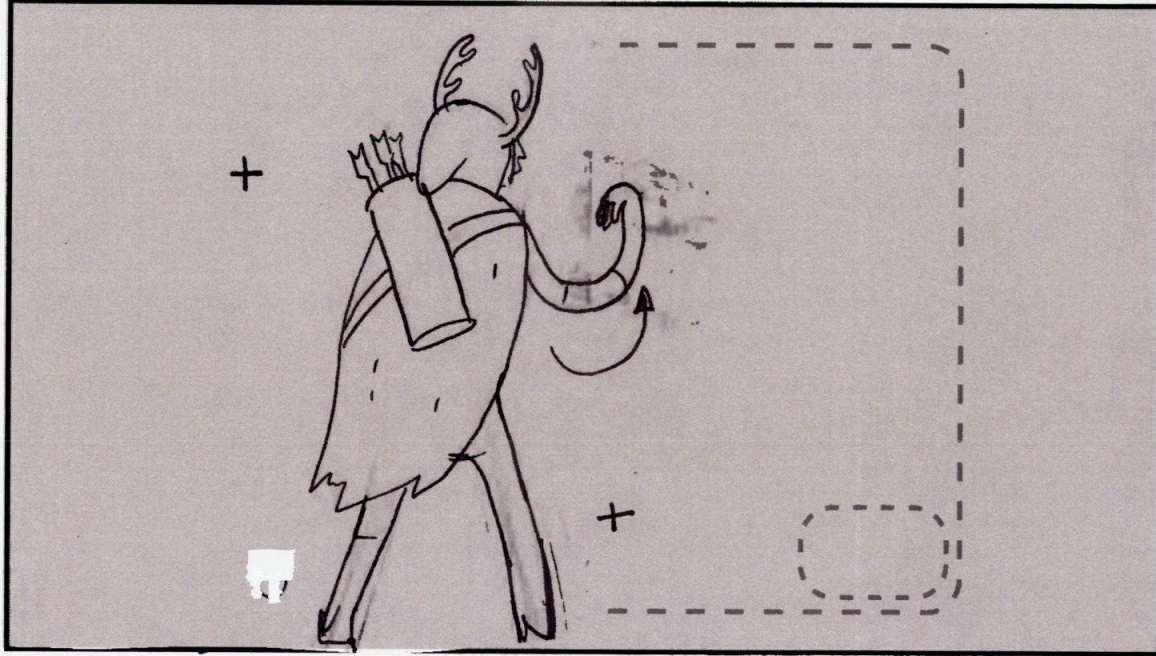
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Sc. 99 **CONT**

Pnl. C

Bg.

day night

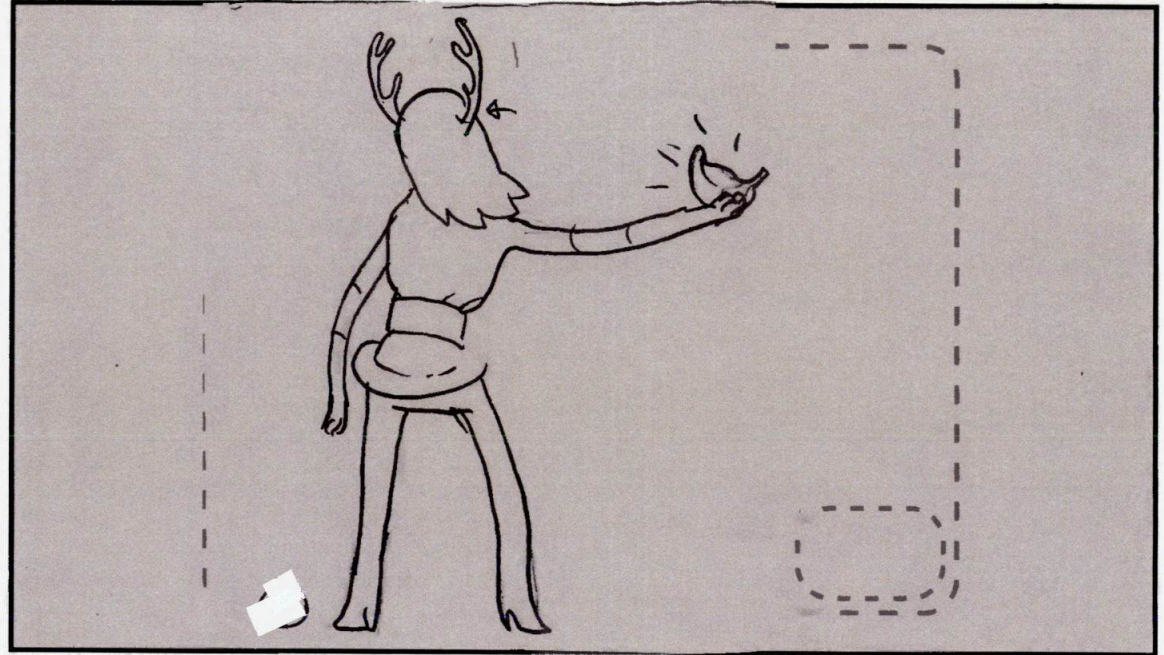


Sc. 99 **CONT**

Pnl. D

Bg.

day night

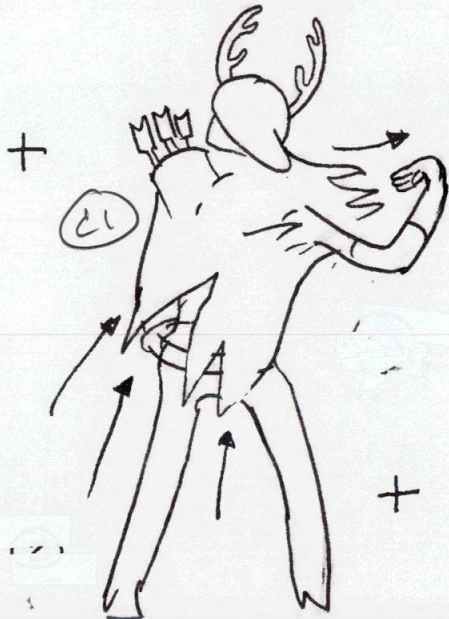


Dialog:

Action:

PULLS OFF CAPE+QUIVER, TURNS IT INTO LEAF

Timing:



SFX:

* SHYUU *

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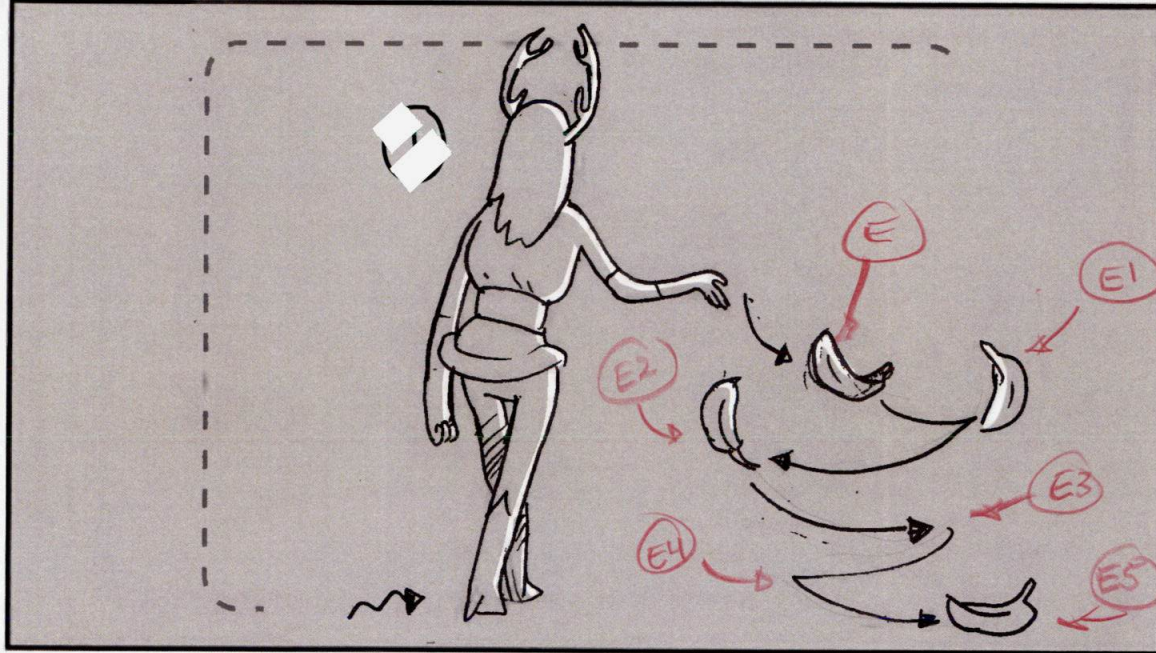
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Sc. 99 *CONT*

Pnl. E

Bg.

day night

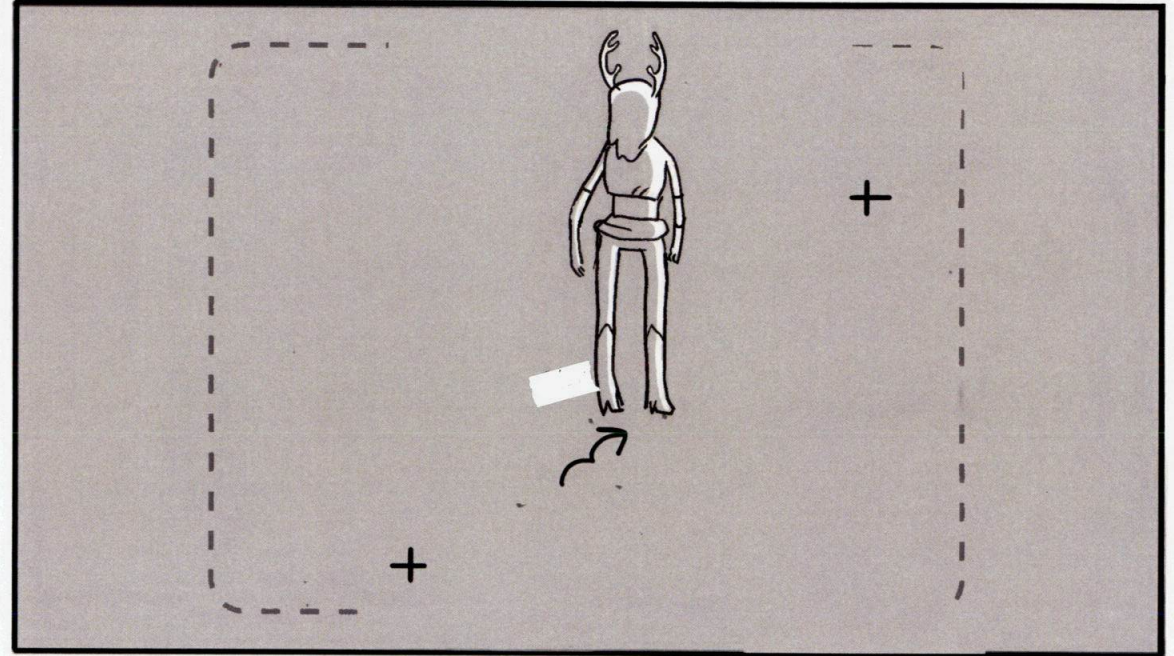


Sc. 99 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

DROPS LEAF - LEAF
FLUTTERS TO THE
GROUND

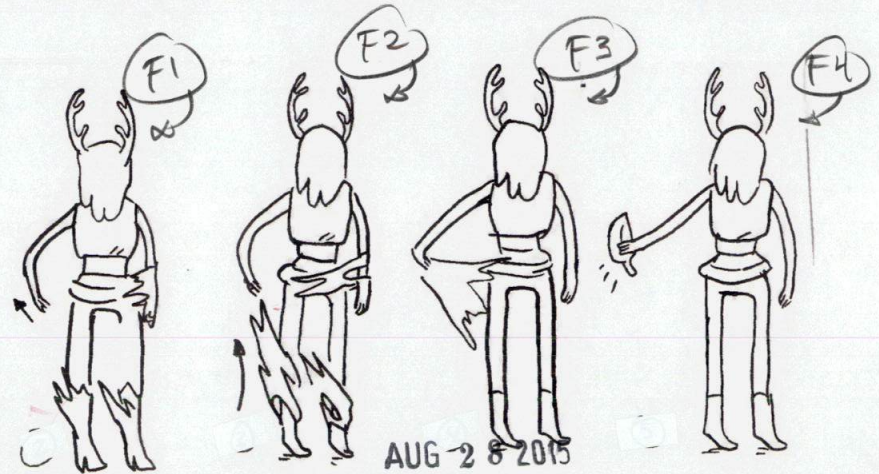
Timing:

- RIM ANIMATES
ON AS HW APPROACHES
WINDOW



+

- HW PULLS OFF BOOTS
AND GLOVES WITH
OTHER HAND - TURNS
THEM INTO A LEAF.



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ADVENTURE TIME

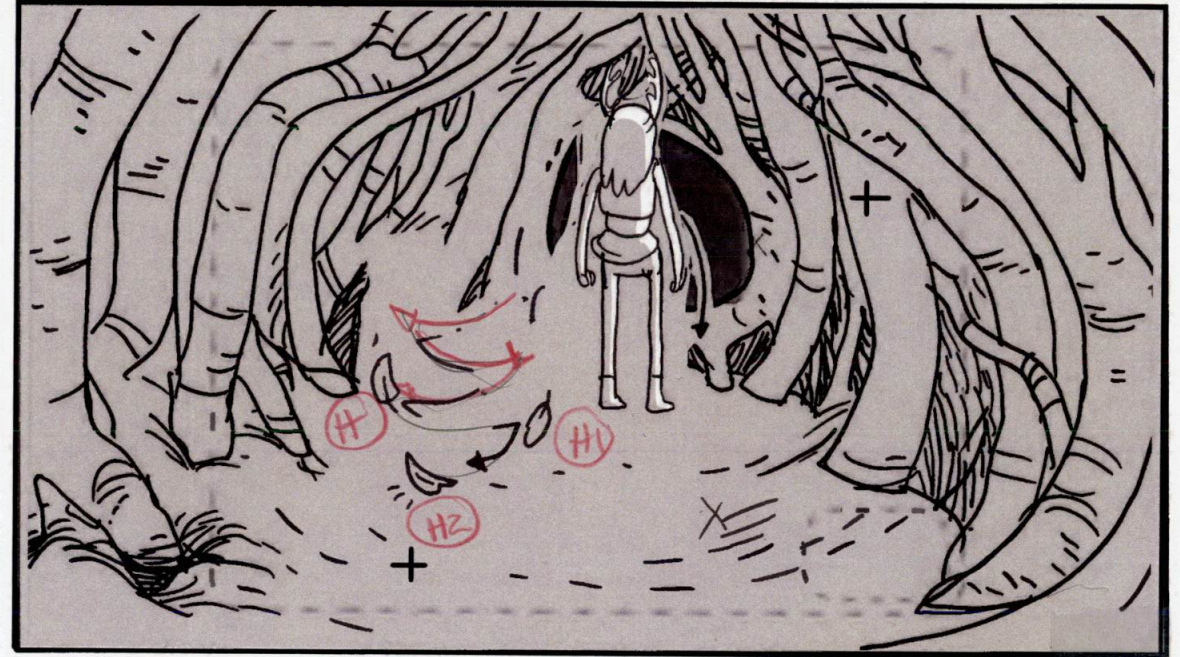


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Sc. 99 *CONT* Pnl. 6 Bg. day night



Sc. 99 *CONT* Pnl. 11 Bg. day night



Dialog:

Action:

DROPS LEAF, IT LANDS ON DIRT

- HW STARES OUT WINDOW

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Timing:

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ADVENTURE TIME



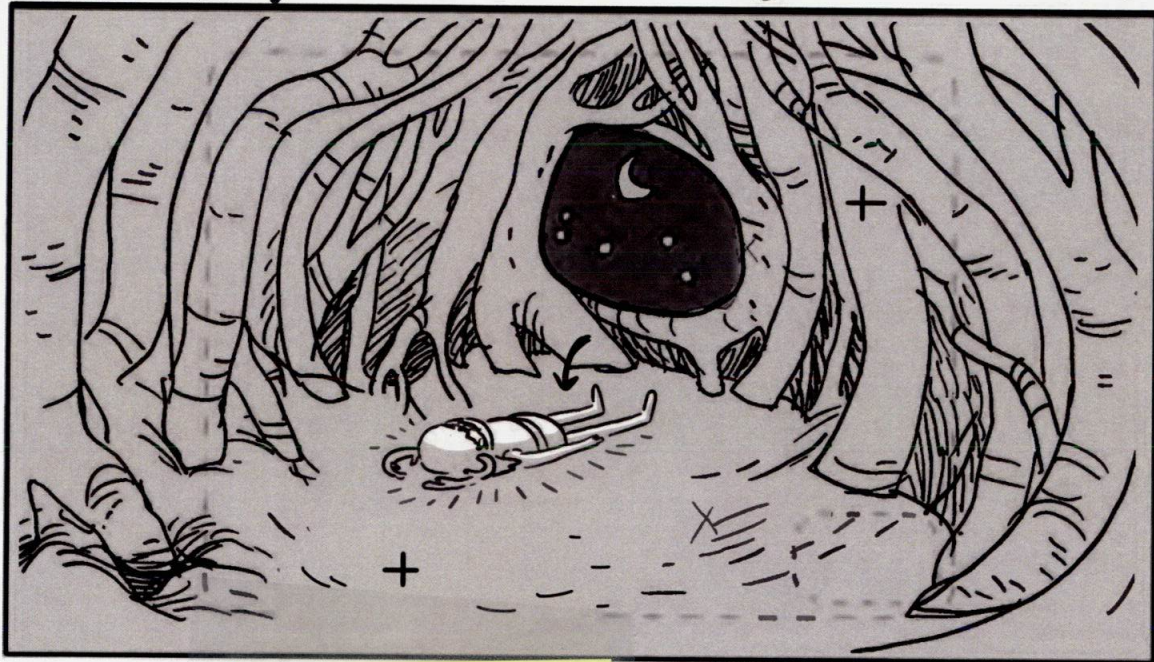
Page 117

Sc. 99 *cont*

Pnl. I

Bg.

day night



Sc. 100

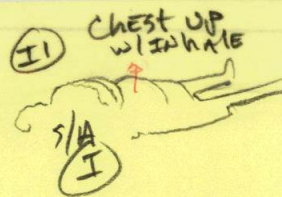
Pnl. A

Bg.

day night



Dialog:



Sfx: snoring

J/ Dude - I think I figured it out.

Action:

FALLS OVER, IMMEDIATELY BEGINS SNORING

-F+J LIE IN SLEEPING BAG.

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Timing:

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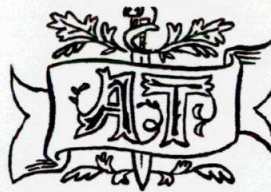
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Production:

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ADVENTURE TIME



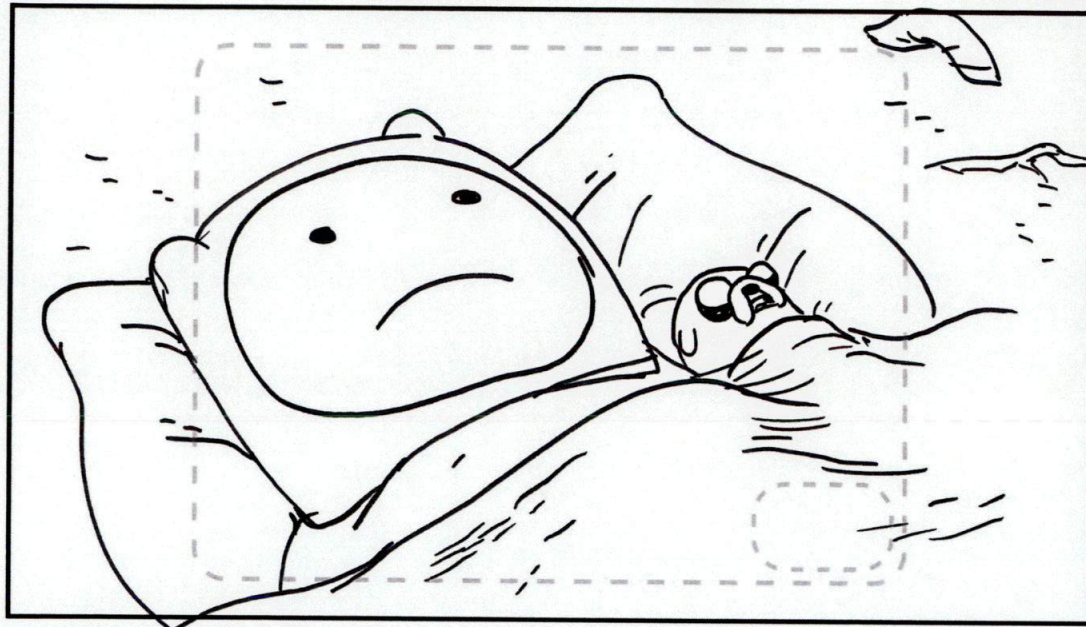
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day night

Sc. 101

Pnl. A

Bg.

day night



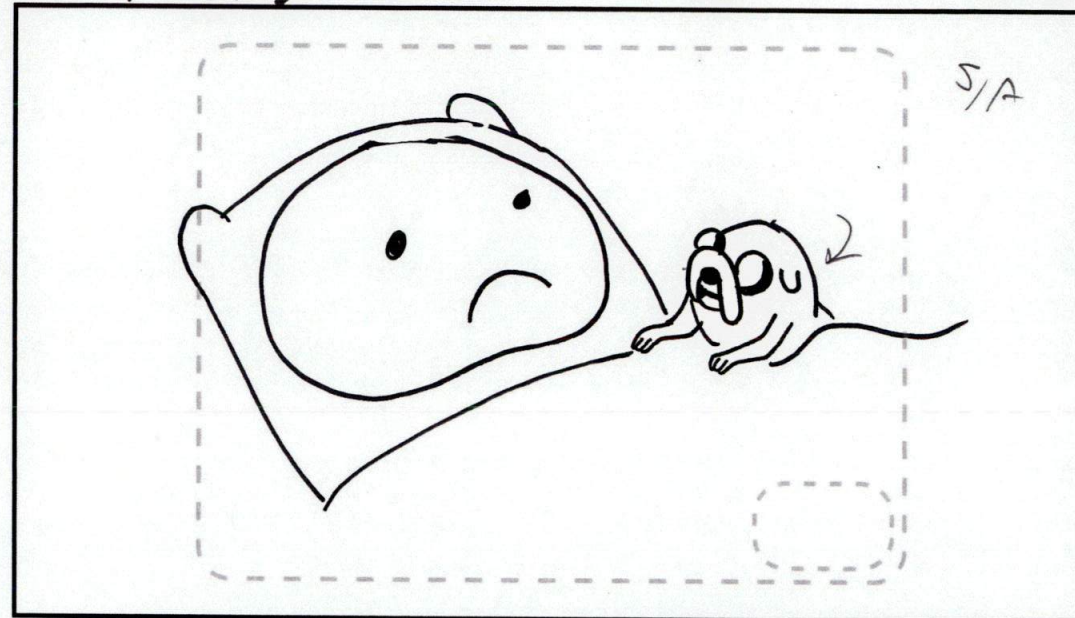
Sc. 101

cont

Pnl. B

Bg.

day night



Dialog:

J/ You can't summon the spirit of the forest

Action:

-J. IS SHRUNKEN DOWN.

cause you ain't playing that flute for him!

Timing:



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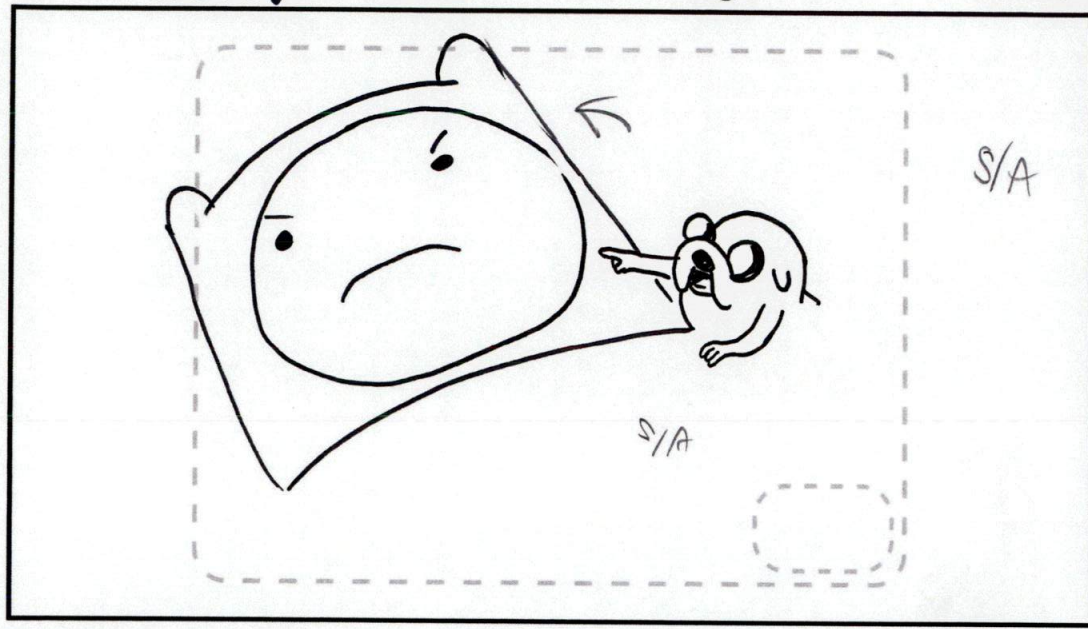
ADVENTURE TIME



Sc. 101 *cont* Pnl. C

Bg.

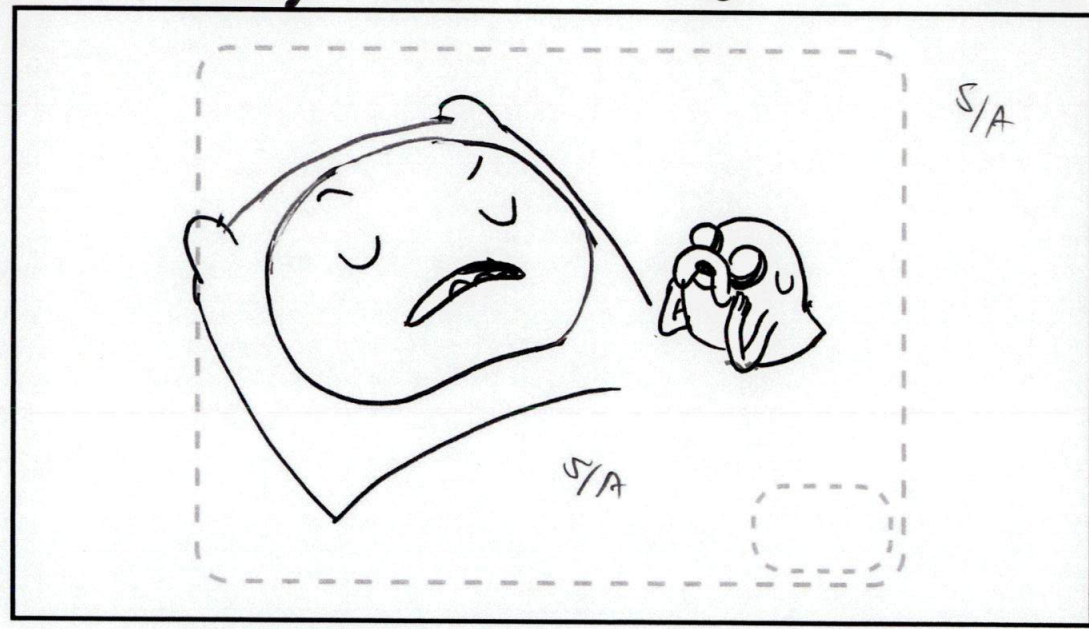
day night



Sc. 101 *cont* Pnl. D

Bg.

day night



Dialog: <i>J/ You got a crush on HW</i>		<i>F/ HW's just training</i>
Action: <i>- F. TURNS AWAY</i>		
Timing:		
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Sc. 101 *CONT*

Pnl. E

Bg.

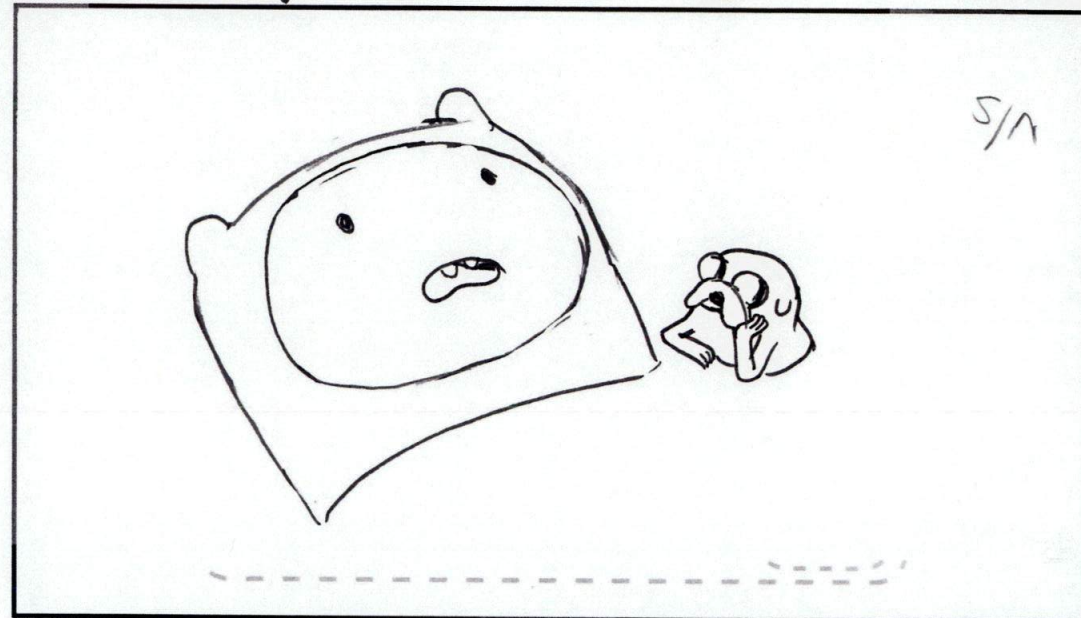
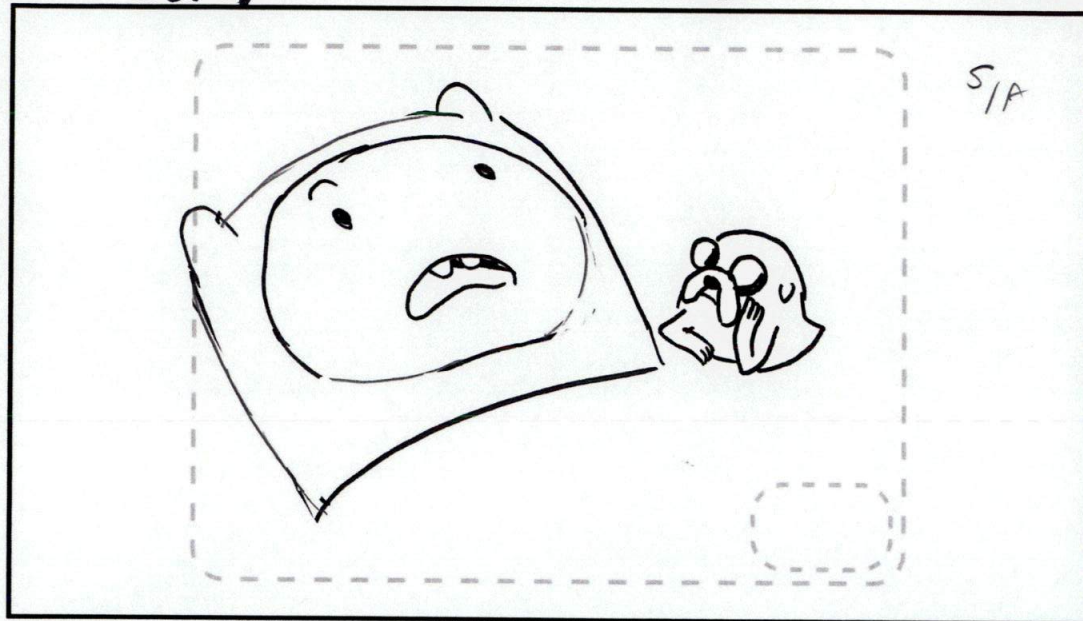
day night

Sc. 101 *CONT*

Pnl. F

Bg.

day night



Dialog:

F/ me to live an ascetic
life, like her!

F: We don't have feelings for each other.

Action:

Timing:

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Production:

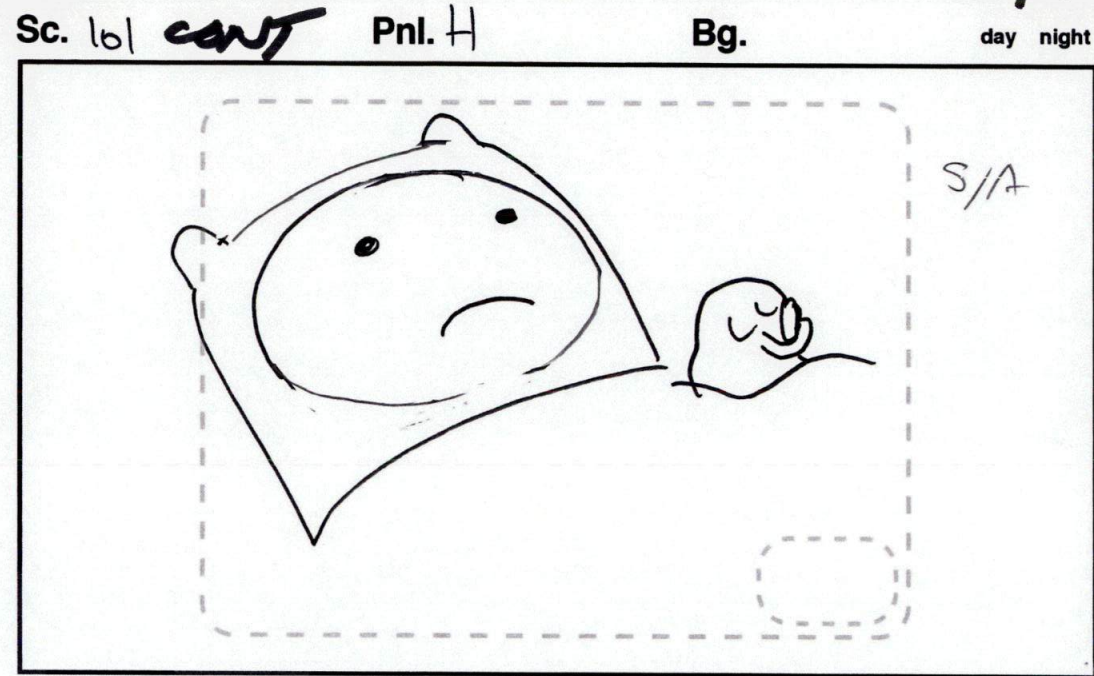
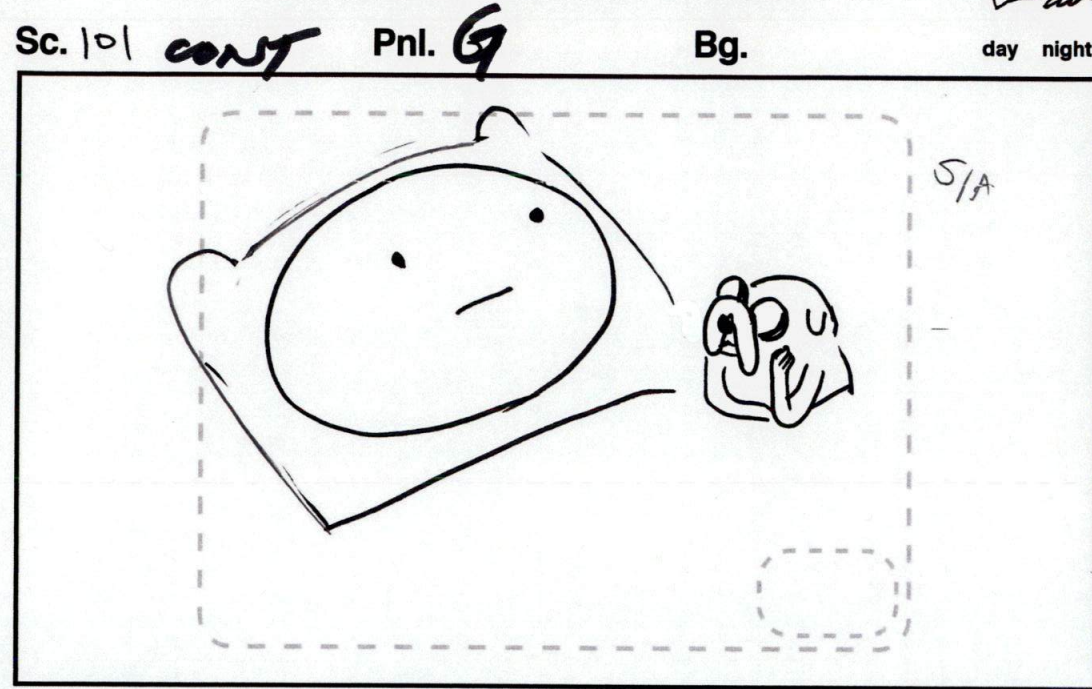
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ADVENTURE TIME



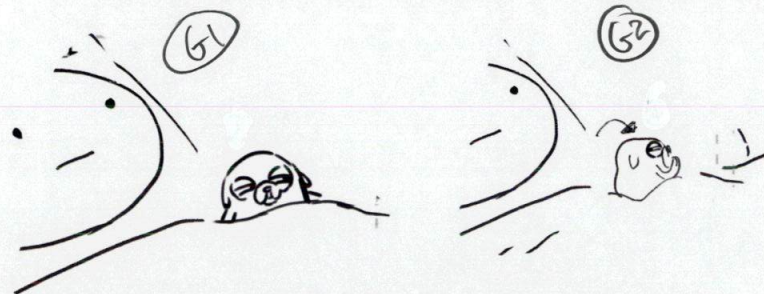
Page 121
day night



Dialog:
J/ Mmmkay, I buy that for like
zero seconds

Action:

Timing:



AUG 28 2015

Production:

EPISODE # 1034-231

1034/231

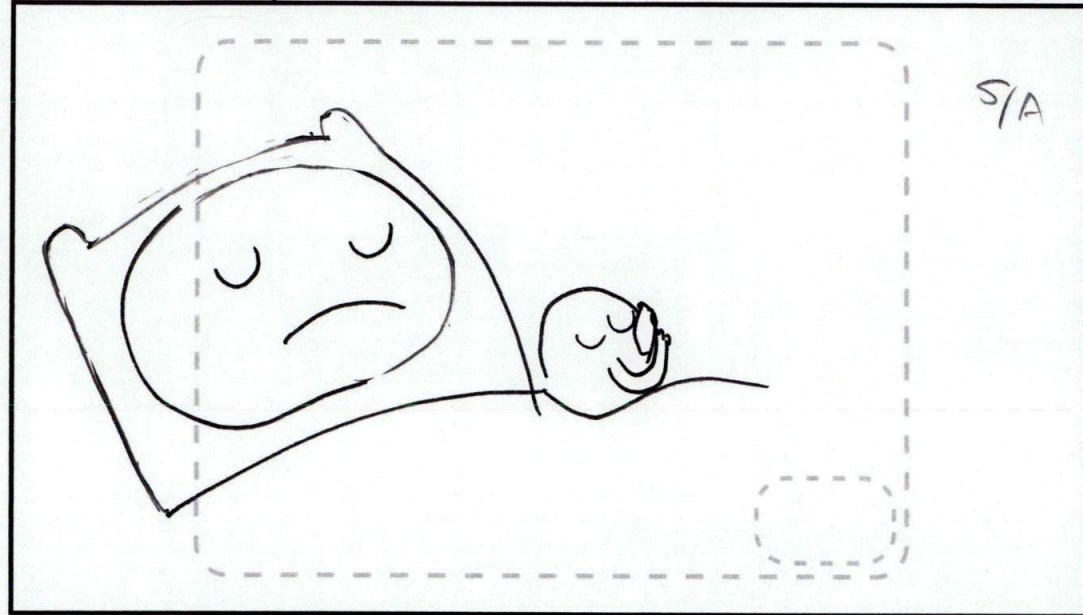
1034/231

ADVENTURE TIME

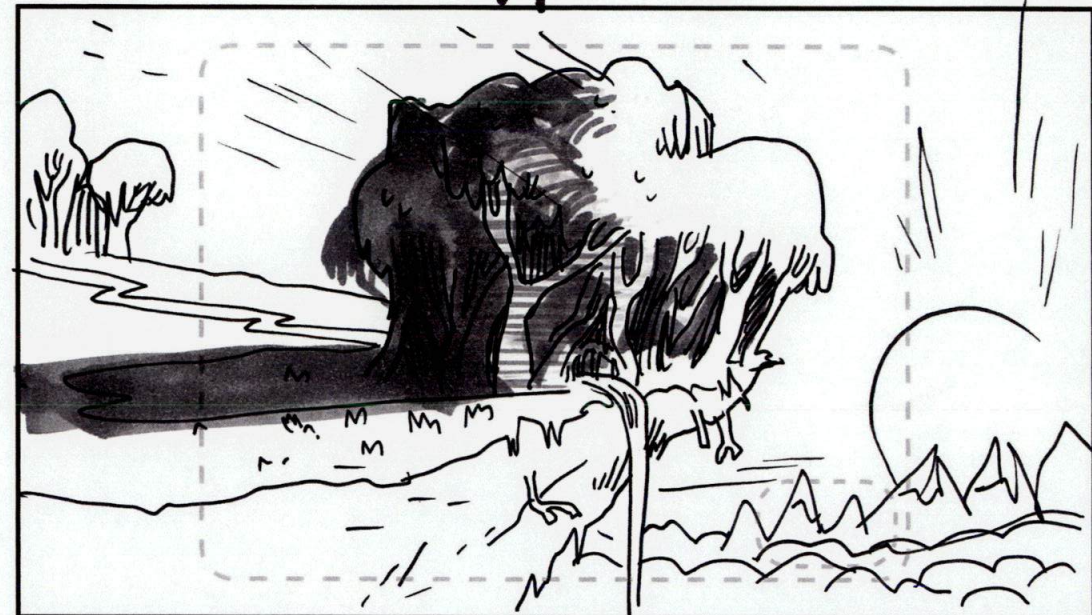


Page **122**

Sc. 101 **cont** Pnl. I Bg. day night



Sc. 102 Pnl. **A** Bg. day night



Dialog:

~~FADE OUT~~ ~~Black Fr~~ ~~Jfx: BIRDANG~~ ~~FADE IN~~

Action:

-FADE TO BLACK.

MORNING.

AUG 28 2011

Timing:

EPISODE # 1034-231

Production:

1034/231

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1034/231

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ADVENTURE TIME



Page 123
day night

Sc. 103

Pnl. A

Bg.

day night



Sc. 103 *cont* Pnl. B

Bg.

day night



Dialog:

- HOLLOW -
SFX: WOODEN -
- HIT -

Action:

- SUNLIGHT STREAMING INTO ROOM ON LOG

LOG TURNS INTO HW

Timing:

AUG 28 2015

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EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

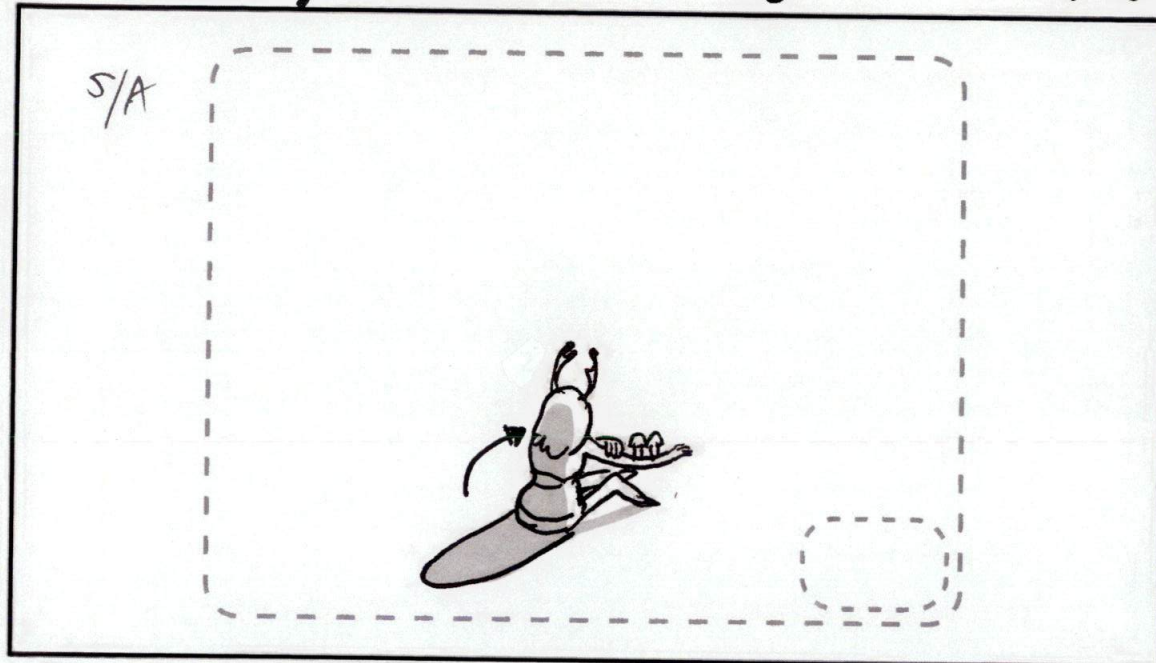


Page 124
day night

Sc. 103 *CONT* Pnl. C

Bg.

day night



Sc. 104

Pnl. A

Bg.

day night



Dialog:

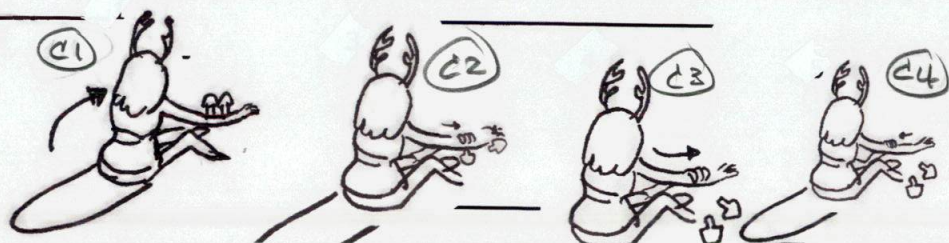
Action:

SITS UP BRUSHES MUSHROOMS OFF ARM

- OUTSIDE, NEAR A SPRING

AUG 28 2010

Timing:



1034/231

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Production:

ADVENTURE TIME



Page 125

Sc. 104 *cont* Pnl. B

Bg.

day night



Sc. 104 *cont* Pnl. C

Bg.

day night



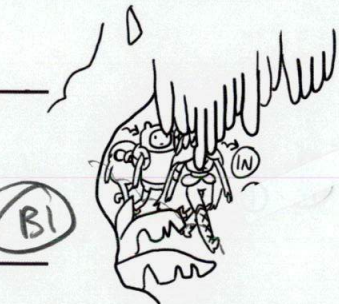
Dialog:

HW / Before we hunt the Thunderboar-

HW: - you should drink from this enchanted

Action:

F, J + HW WALK ON/S.



Timing:

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Production:

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ADVENTURE TIME



Page 126
day night

Sc. 104 CONT Pnl. D

Bg.

day night

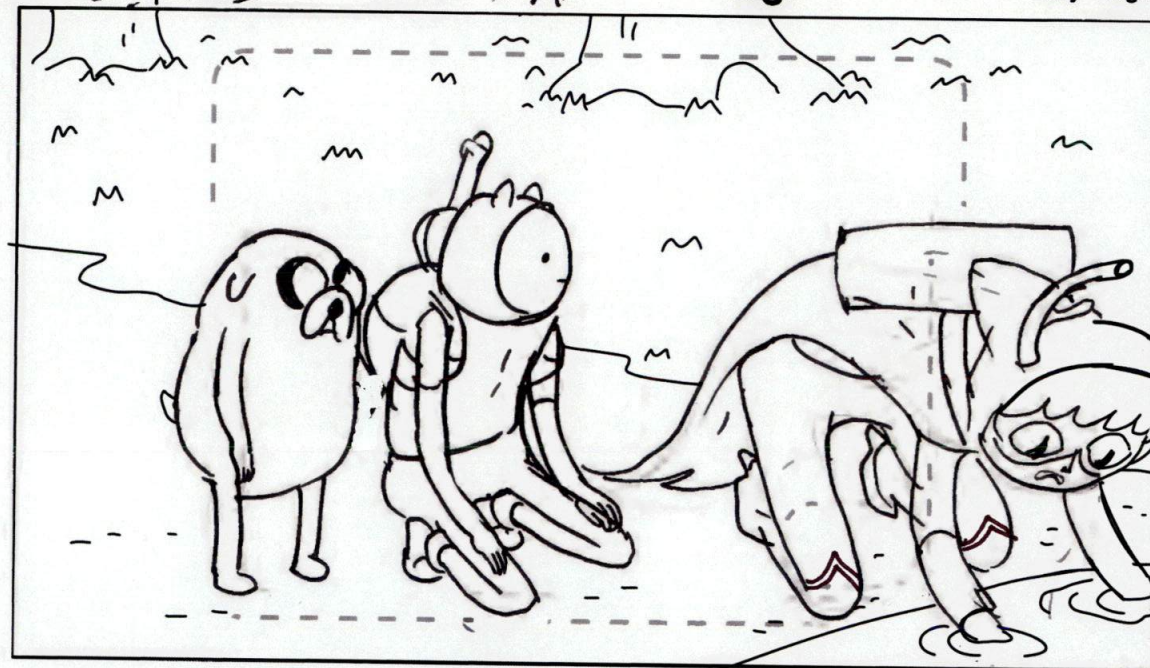


Sc. 105

Pnl. A

Bg.

day night



Dialog: HW: spring.

Action: -HW + F KNEEL DOWN BY SPRING

Timing:

HW: FAIR WARNING. IT MIGHT
GIVE YOU --

AUG 28 2015



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EPISODE 11
1034/231

Production:

1034/231

ADVENTURE TIME

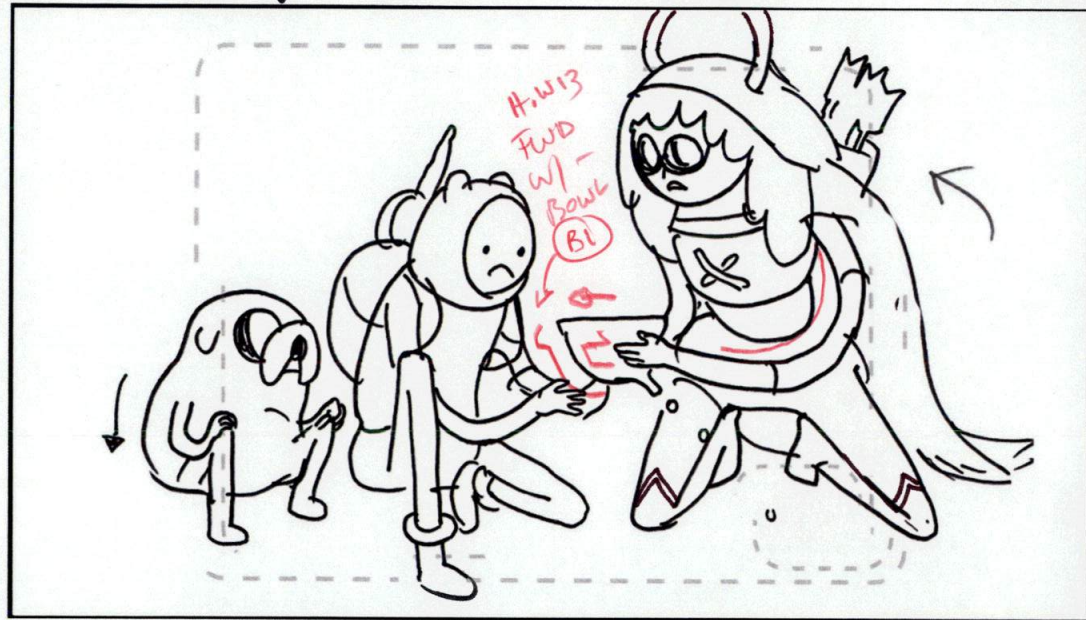


Page 127
day night

Sc. 105 *cont* Pnl. B

Bg.

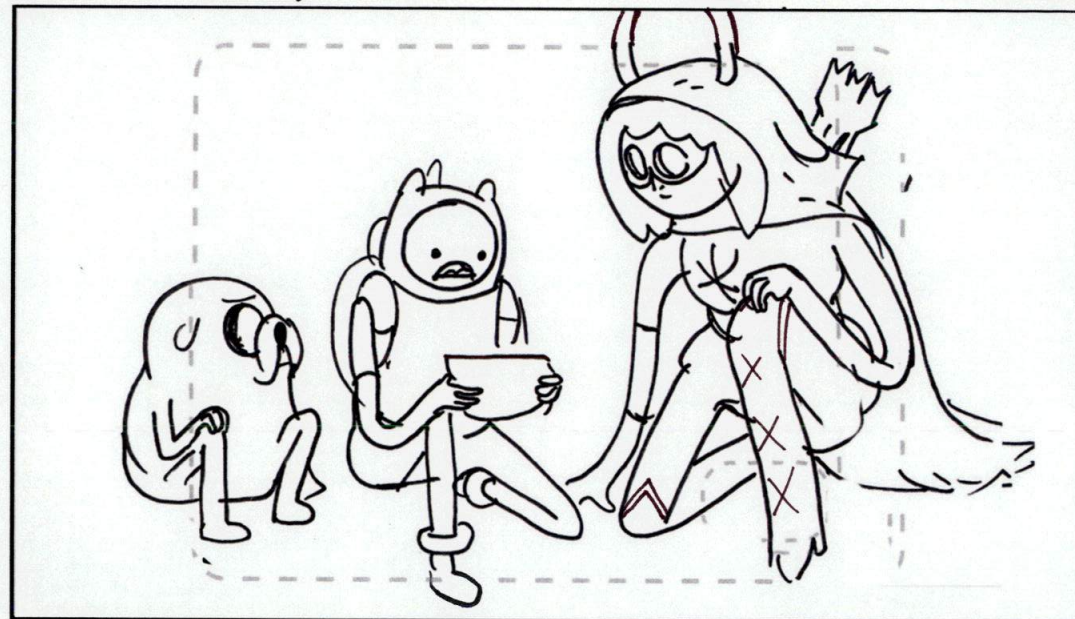
day night



Sc. 105 *cont* Pnl. C

Bg.

day night



Dialog: HW 'crazy dreams...

- but when you wake up, you'll be immune to the boar's electrical attacks.

F/ Let's roll those dice!

Action:

- HW HANDS BOWL OF SPRINGWATER TO FINN
- J. CROUCHES.

Timing:

AUG 28 2015

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EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



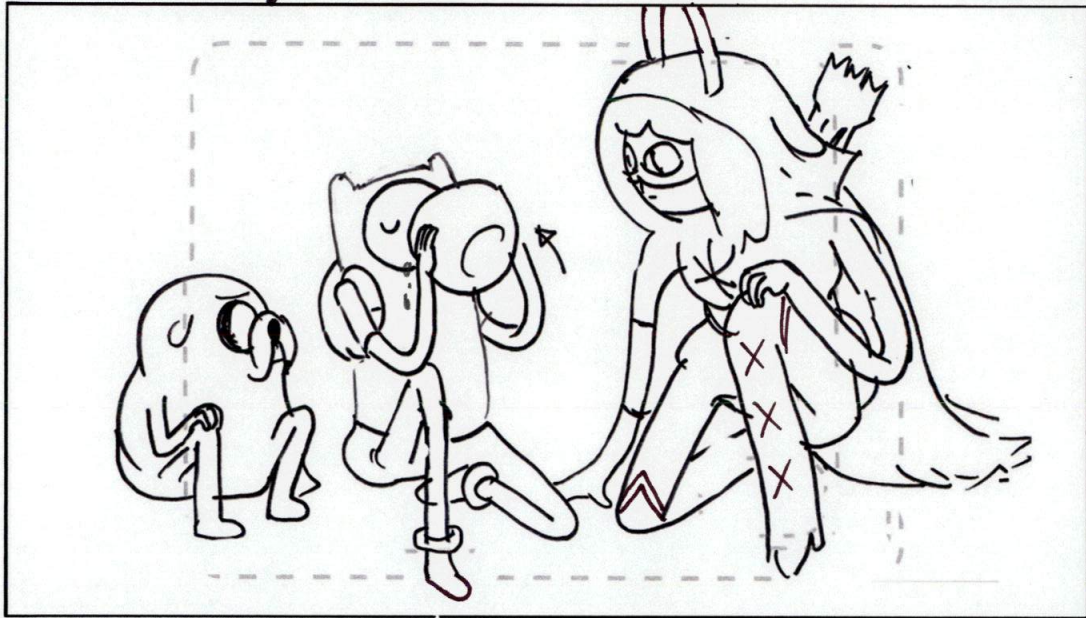
Page **128**

Sc. 105 **cont**

Pnl. **D**

Bg.

day night

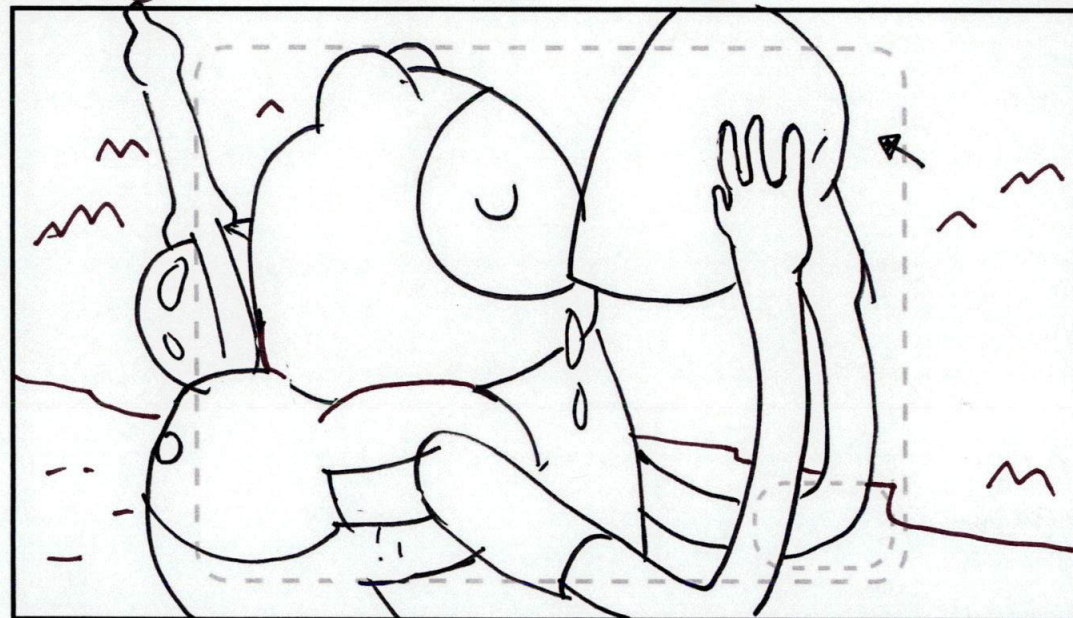


Sc. 106

Pnl. **A**

Bg.

day night



Dialog:

J/Hey dude-

F/ *GULPING*

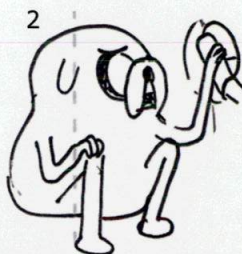
J: (0.5)
-are you sure you wanna do that?

F/ *GULPING*

Action:

-F DRINKS SPRING WATER.

(DI)



AUG 28 2015

Timing:

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Production:

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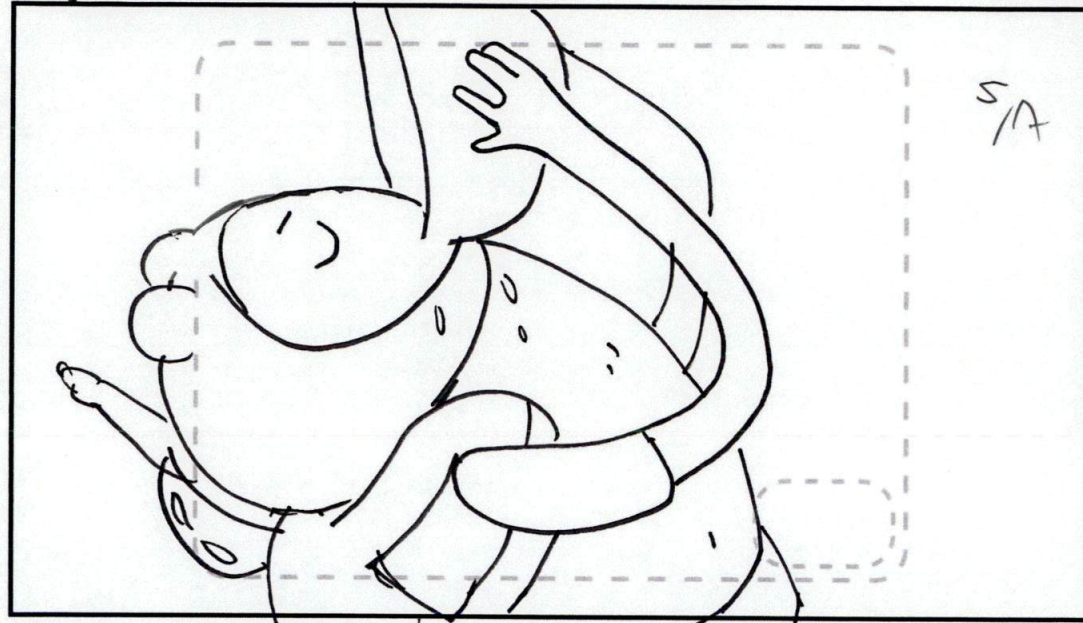
1034/231

ADVENTURE TIME



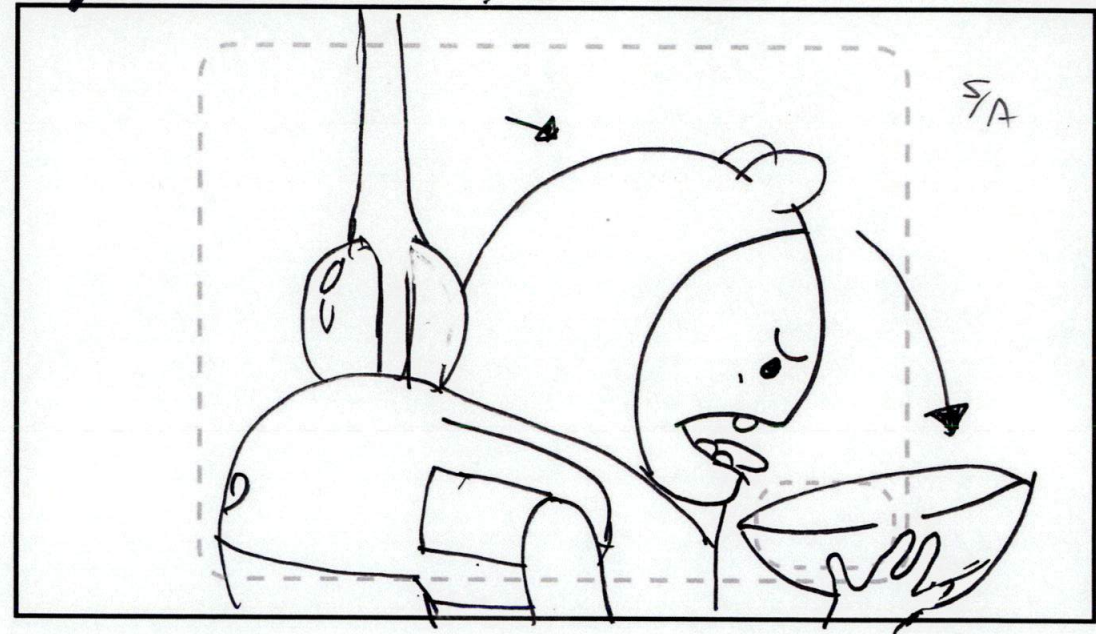
Sc. **106 cont** Pnl. **B** Bg.

day night



Sc. **106 cont** Pnl. **C** Bg.

Page **129**
day night



Dialog:

F/ Mmm hmmm!
SFX/SLURPING

F/ Bleah!

Action:

- F. FINISHES BOWL of SPRING WATER.

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Timing:

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EPISODE #

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Production:

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ADVENTURE TIME



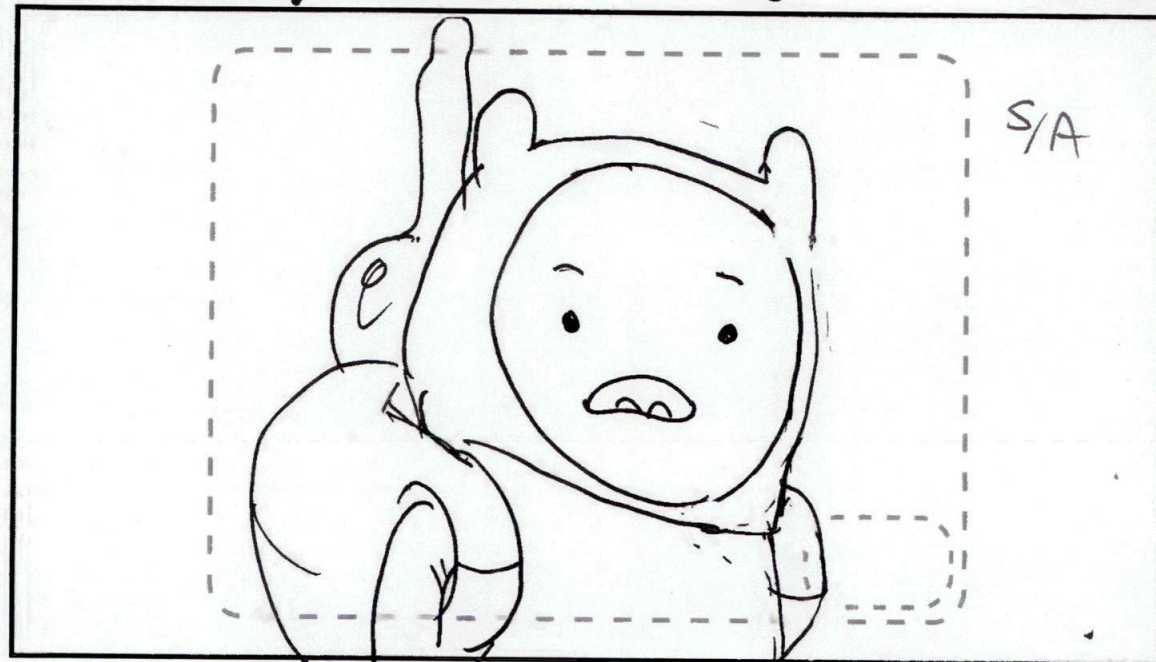
Page 130

Sc. 106 *cont*

Pnl. D

Bg.

day night

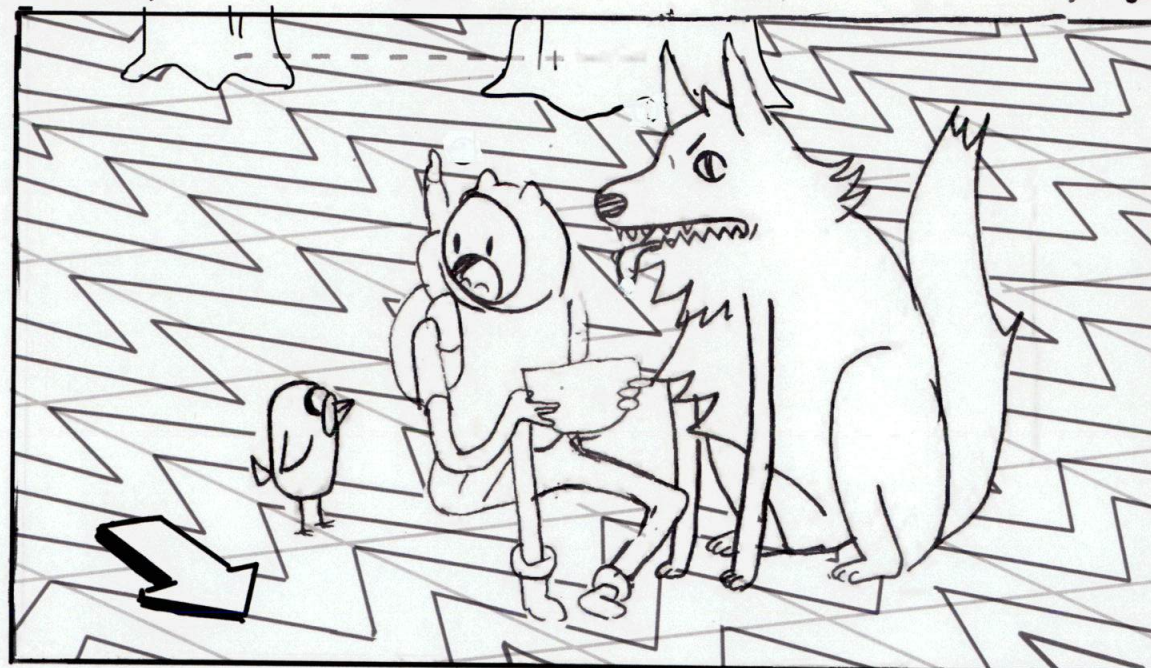


Sc. 107

Pnl. A

Ra

day night



Dialog:

F/ I've had plenty of weird dreams befoooooooooohhhh kay, that was fast.

Action:

Timing:



SFX: WOLF PANTING

AUG 28 2015

- JAKE HAS TRANSFORMED INTO BIRD-JAKE FROM 'FOOD CHAIN'
- HW IS NOW A WOLF - PANT. CYCLE

- chevron pattern flows



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ADVENTURE TIME



Page **131**
day night

Sc. 107 **CONT** Pnl. B

Bg.

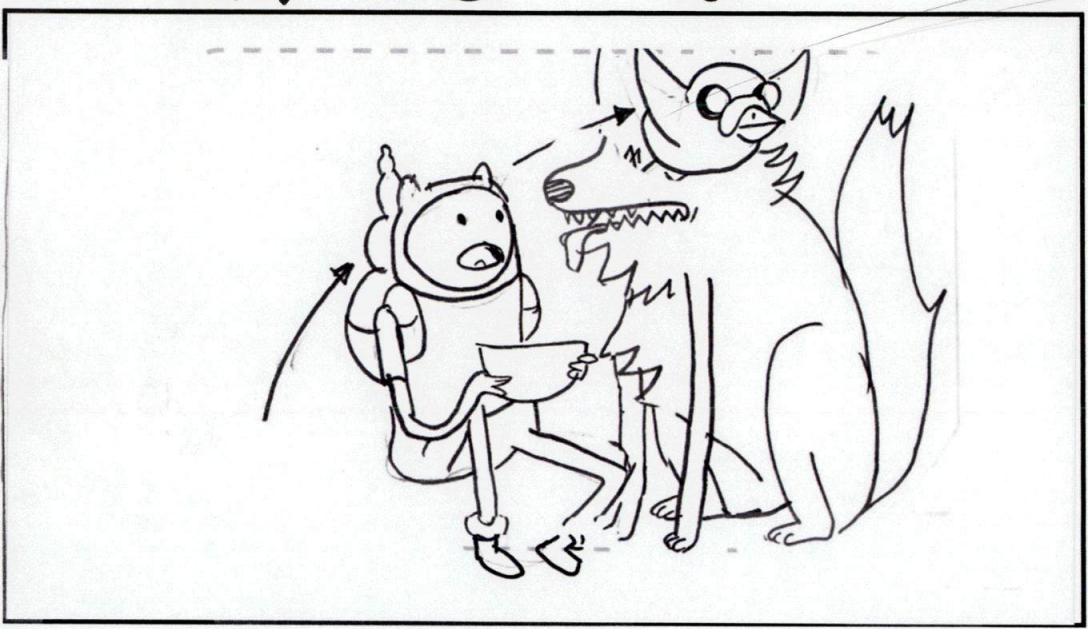
day night



Sc. 107 **CONT** Pnl. C

Bg.

day night



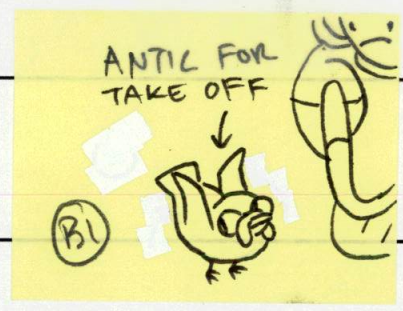
EPISODE # 1034-231

1034/231

Dialog:

J / [trilling birdsong]

Action:

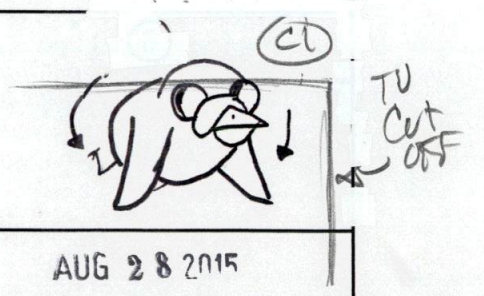


- J FLIES OFF
- J FLAPS ON VERY FAST

AUG 28 2015

- F. TRACKS JAKE.

Timing:



Production:

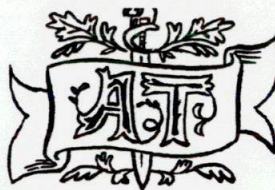
1034/231

1034/231

1034/231

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ADVENTURE TIME



NO SC 108

Page

132

day

1324 NEXT

Sc. 107 *CONT* Pnl. D

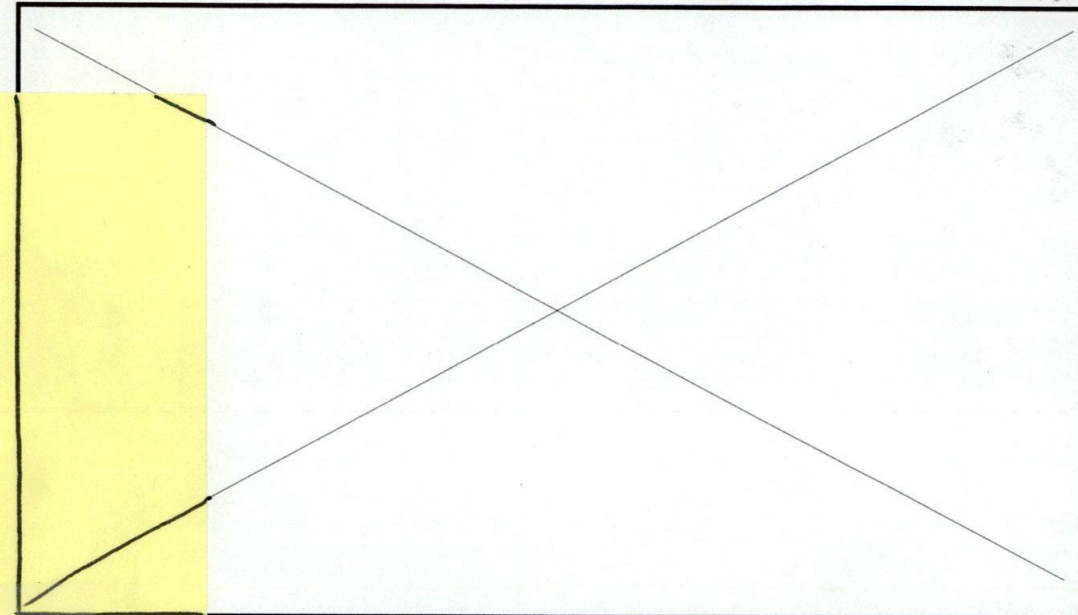
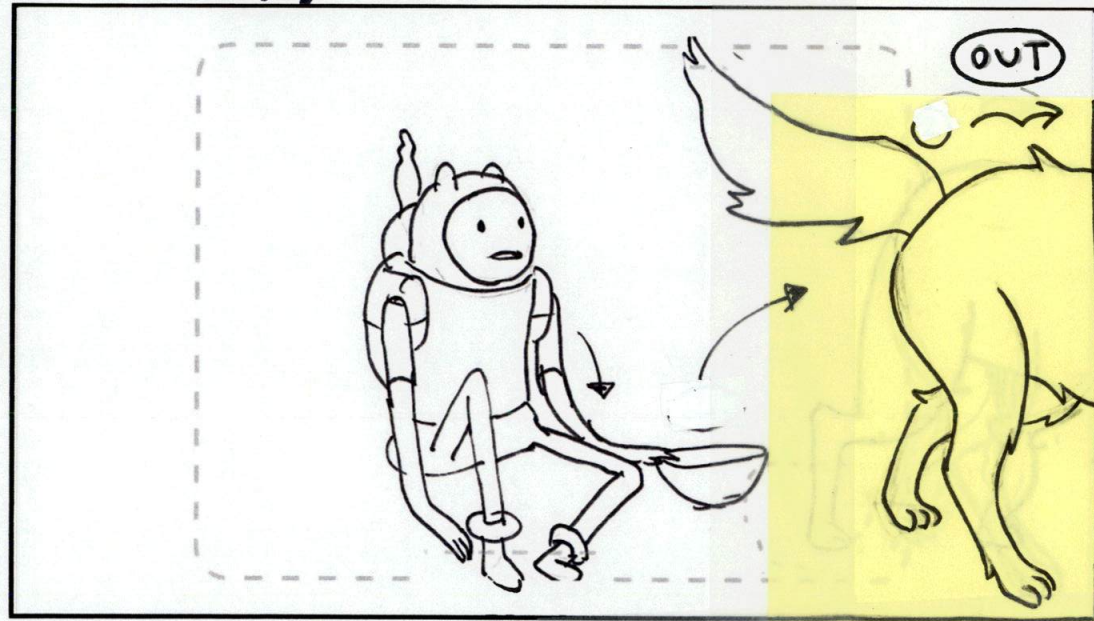
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

WOLF WALKS OFF/S.

Timing:



AUG 28 2015

Production:

1034-231

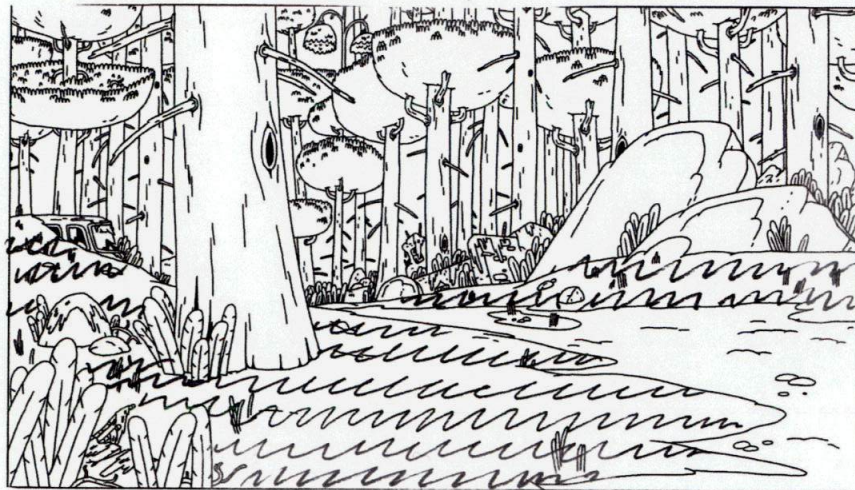
EPISODE #

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1034/231

HERE'S WHAT I'M THINKING FOR THE DREAM SEQUENCE BGS.. IT WAS A LITTLE COMPLICATED TO EXPLAIN IN THE STORYBOARD. BASICALLY REUSING FOREST BGS BUT ERASING MOST OF THE GROUND AND REPLACING IT WITH THE SQUIGGLY PATTERNS FROM 'WHO WOULD WIN'S' DREAM WARRIOR SEQUENCE. LIKE THE TREES, FERNS, ETC ARE FLOATING IN SPACE

P 132A
133 NEXT

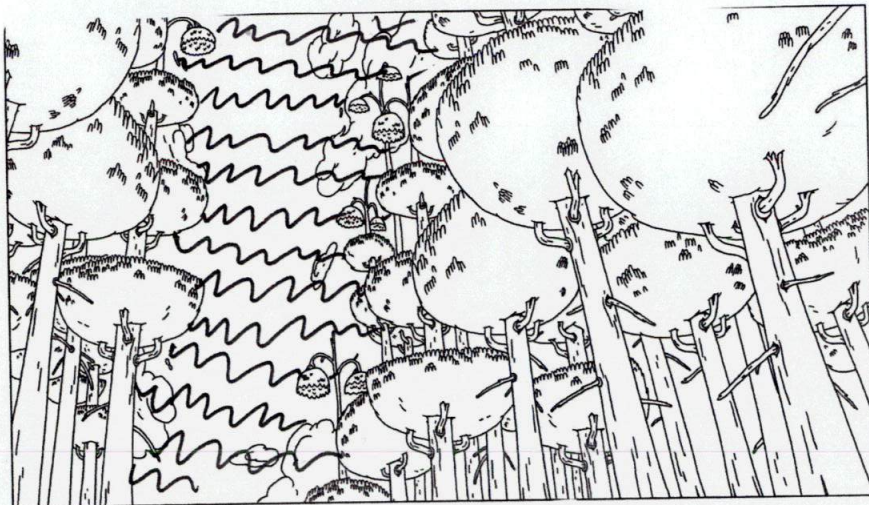


STATIC OVER
FOREST GRASS

ID:
B08s120_393



B035s129_749



HERE THE
SKY GETS THE
STATIC

B081s050_354

AUG 28 2013

BG REF
FOR SC. 107 +

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ADVENTURE TIME



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Sc. 109

Pnl. A

Bg.

day night

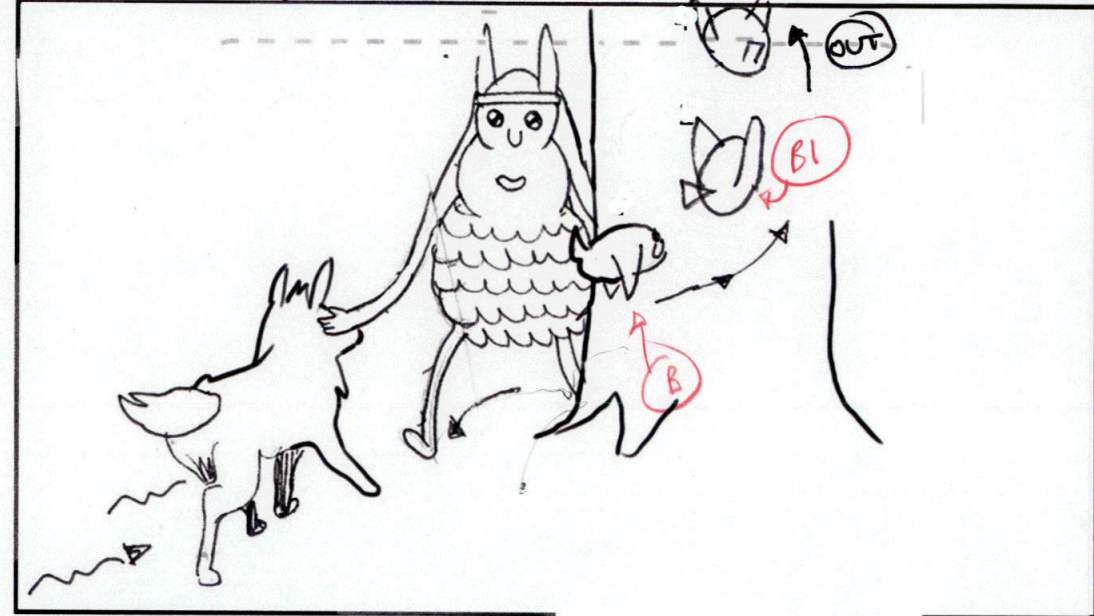


Sc. 109 *cont*

Pnl. B

Bg.

day night

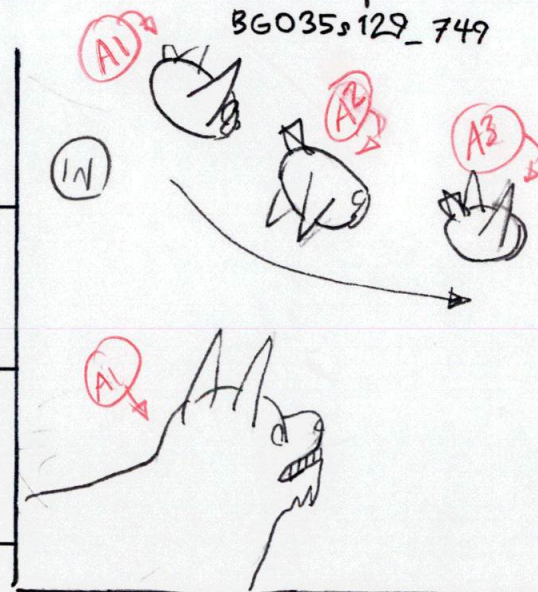


Dialog:

Action:

Timing:

- BIRD AND WOLF
COME ON/S.



SPIRIT/
DREAM
WARRIOR

Finn.

- DW WALKS OUT FROM BEHIND TREE

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ADVENTURE TIME

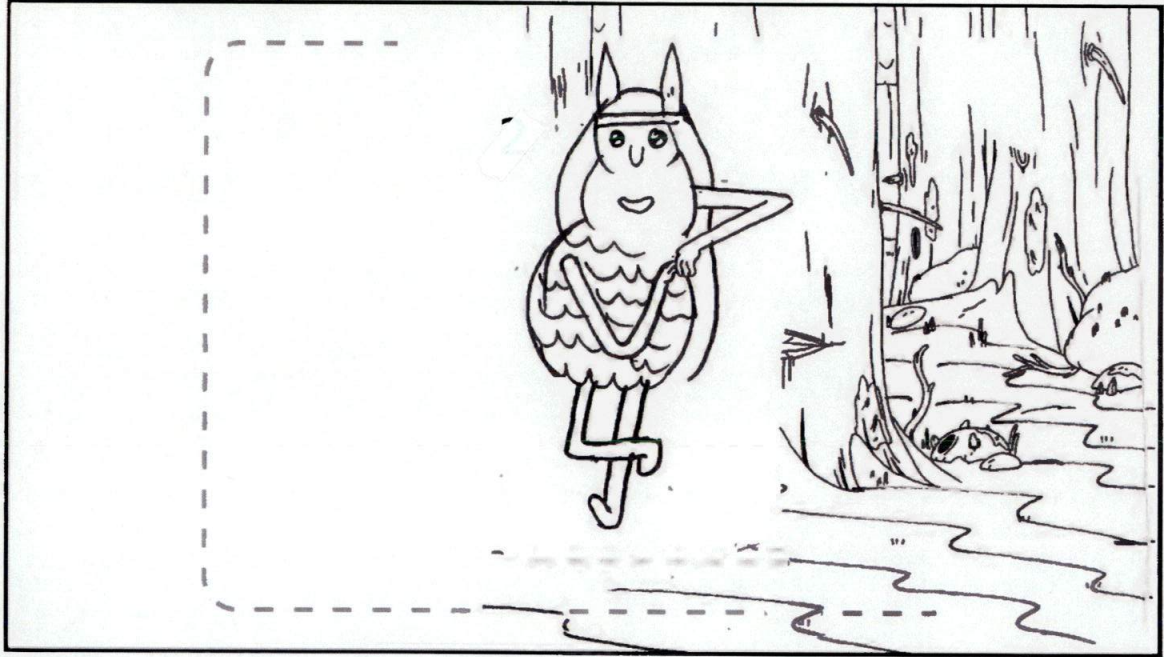


Sc. 109 CONT

Pnl. C

Bg.

day night

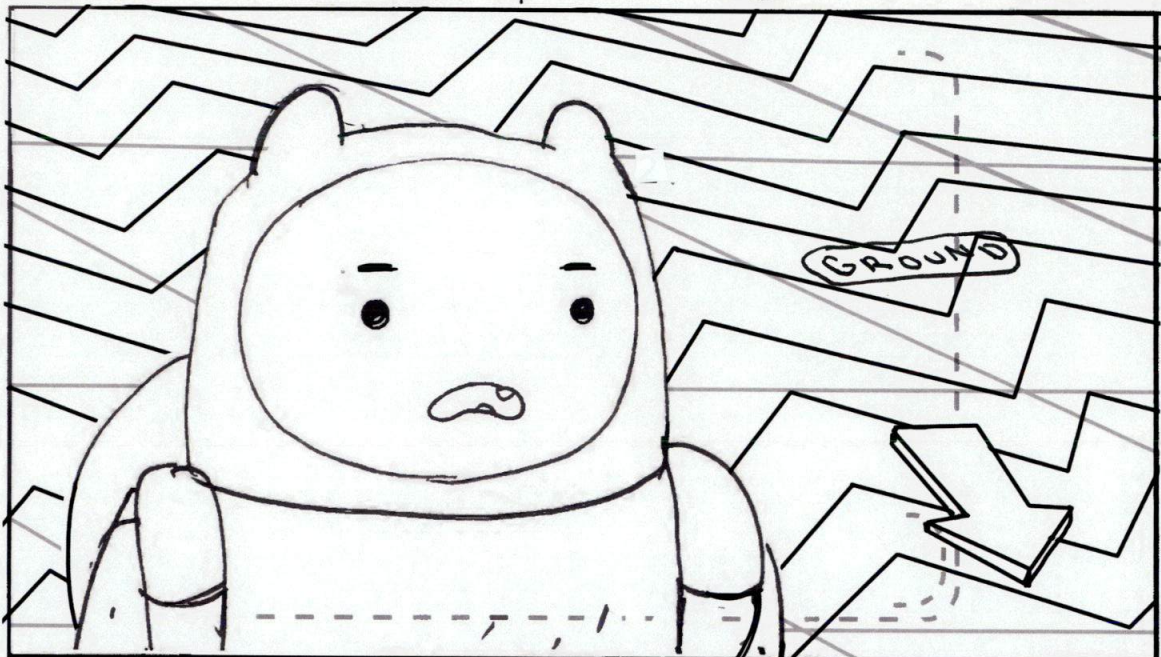


Sc. 110

Pnl. A

Bg.

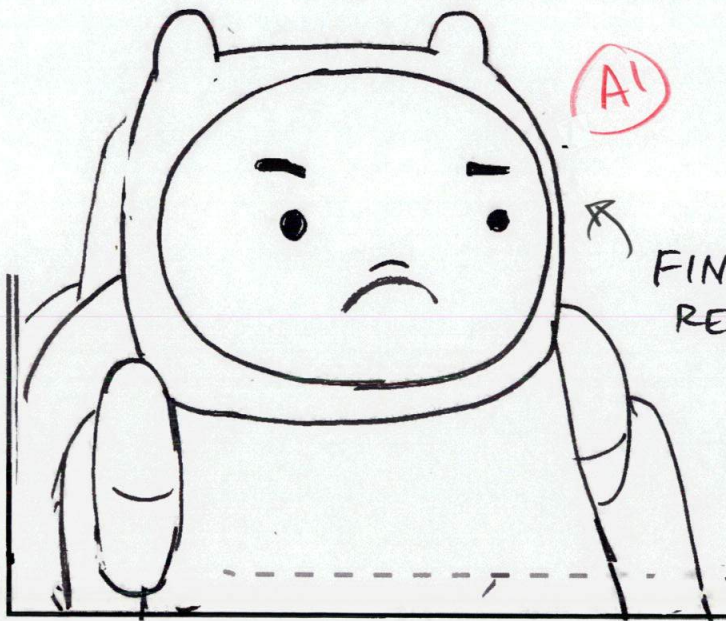
day night



SPIRIT: Welcome.
I am the Spirit of the Forest.

Action: S.O.T.F.
LEANS AGAINST TREE

Timing:



FINN MAKES A FACE,
RECOGNIZING DREAM WARRIOR

AUG 28 2015

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Production:

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ADVENTURE TIME



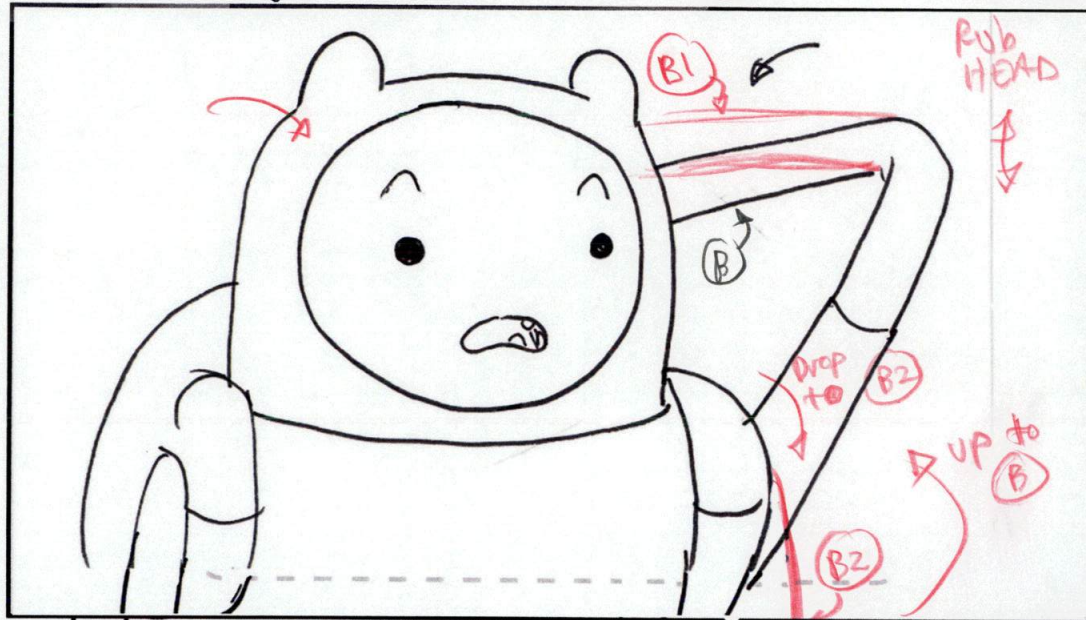
Page **135**

Sc. **110 CONT**

Pnl. **B**

Bg.

day night



Sc. **111**

Pnl. **A**

Bg.

day night



Dialog:

F/ Wow, dude, we've been trying to summon DW/ And why do you seek me?
you for weeks!

Action:

AUG 28 2011

Timing:

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EPISODE #

1034/231

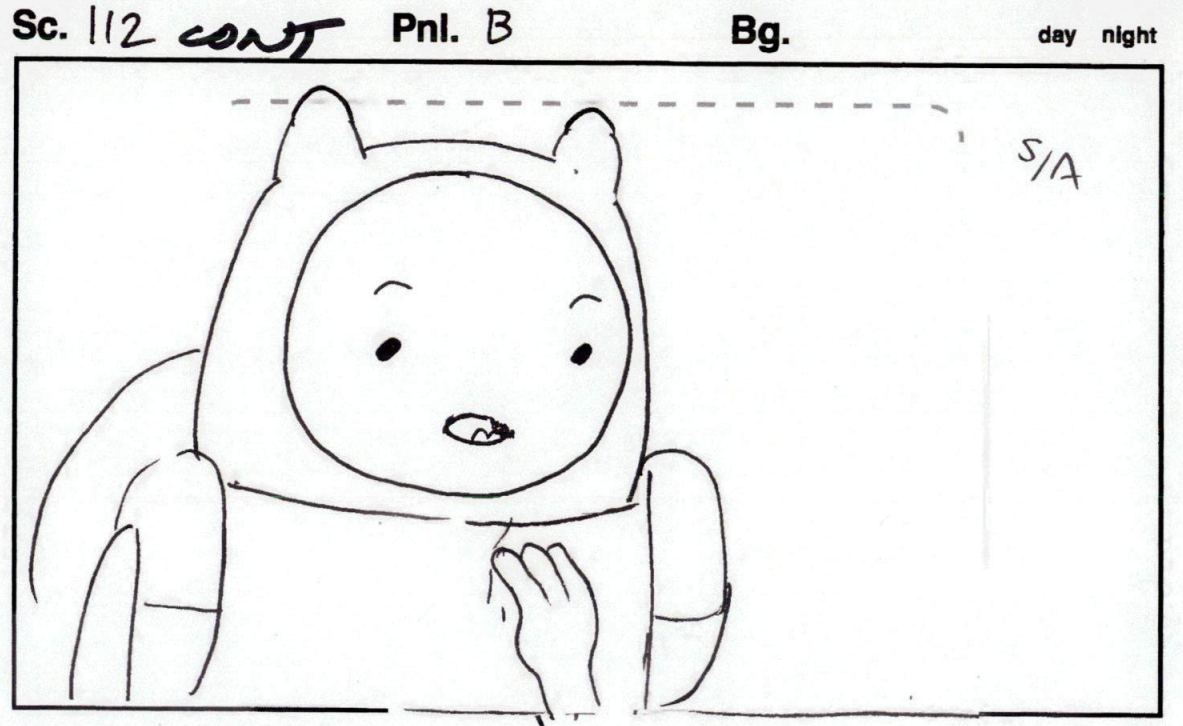
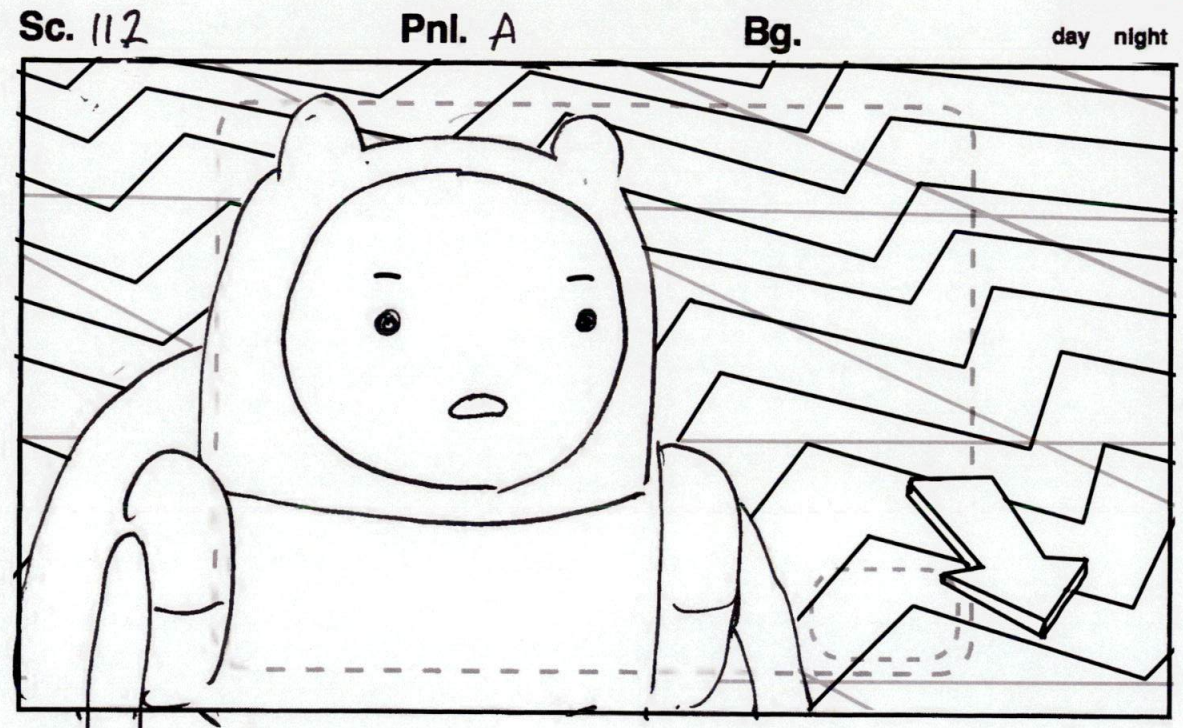
Production:

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ADVENTURE TIME



Dialog:	F/ I don't, personally..
Action:	AUG 28 2015
Timing:	

Production: **1034-231**
EPISODE # **1034-231**

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ADVENTURE TIME



Sc. **112 cont** Pnl. **C**

Bg.

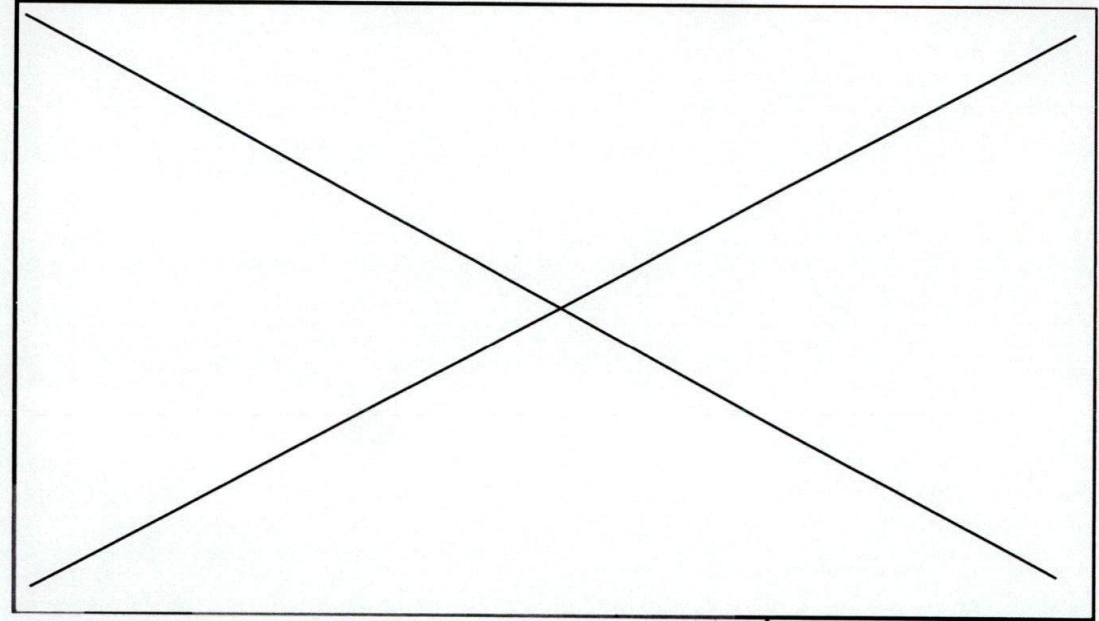
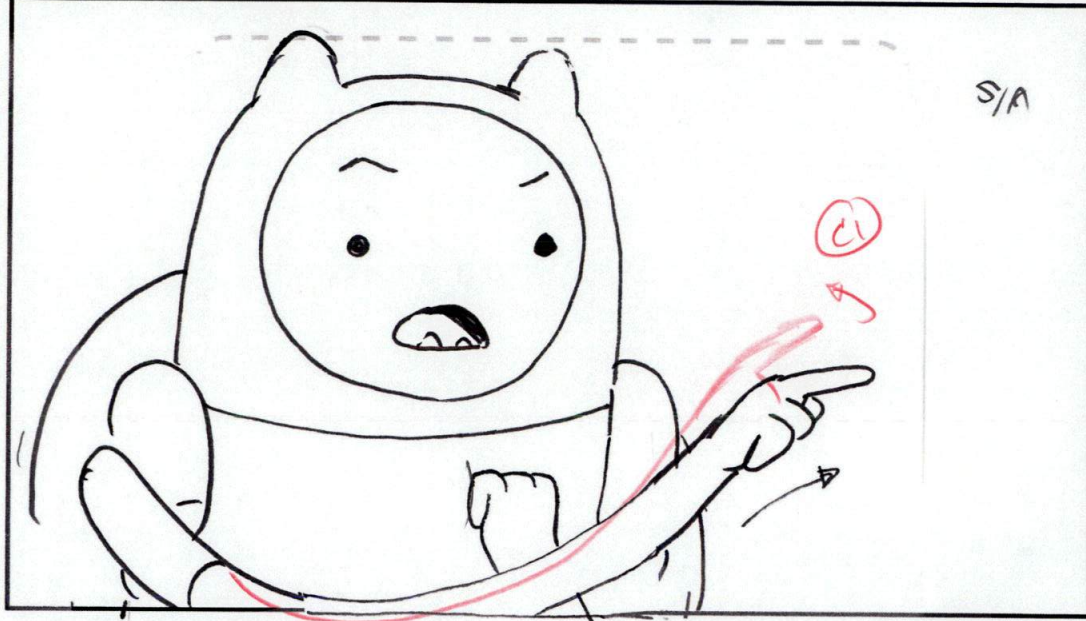
day night

Sc.

Pnl.

Bg.

day night



Dialog: **F:**

-But Huntress Wizard really wants to talk to you, man!

Action:

Timing:

AUG 28 2015

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Production:

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87/4801

ADVENTURE TIME

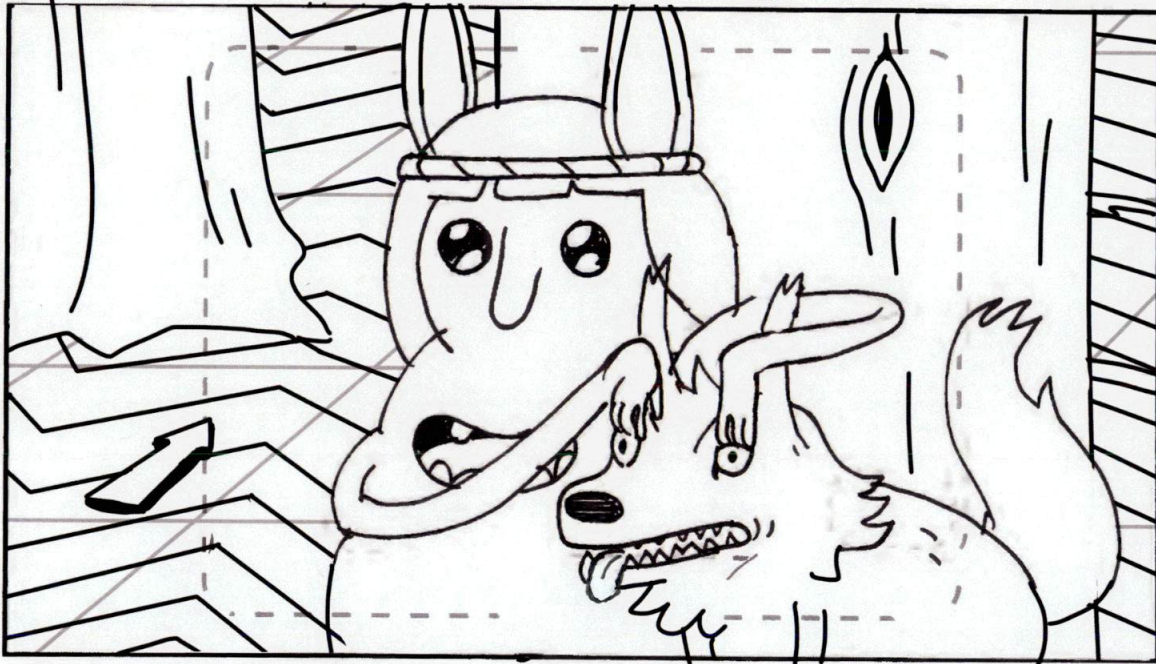


Sc. 113

Pnl. A

Bg.

day night

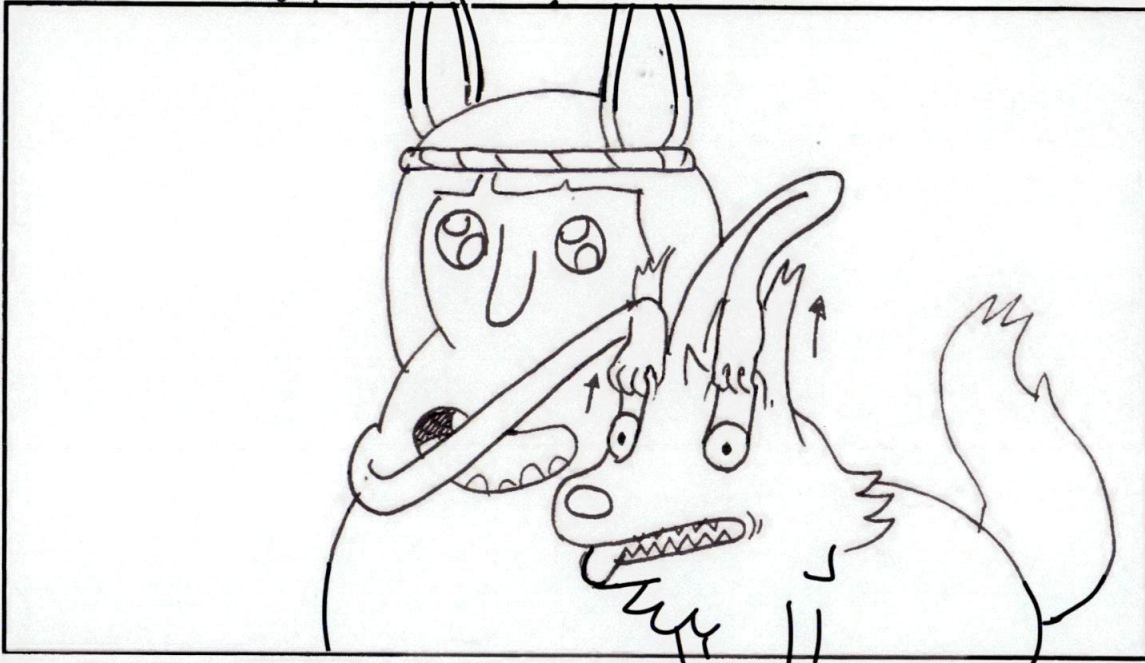


Sc. 113 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX/ PANTING →

Action:
WOLF PANTS ON



SOTF: , Did you know that a wolf's eyes are on the front of its head?

AUG 28 2015

Timing:

EPISODE # 1034-231
1034/231

Production:

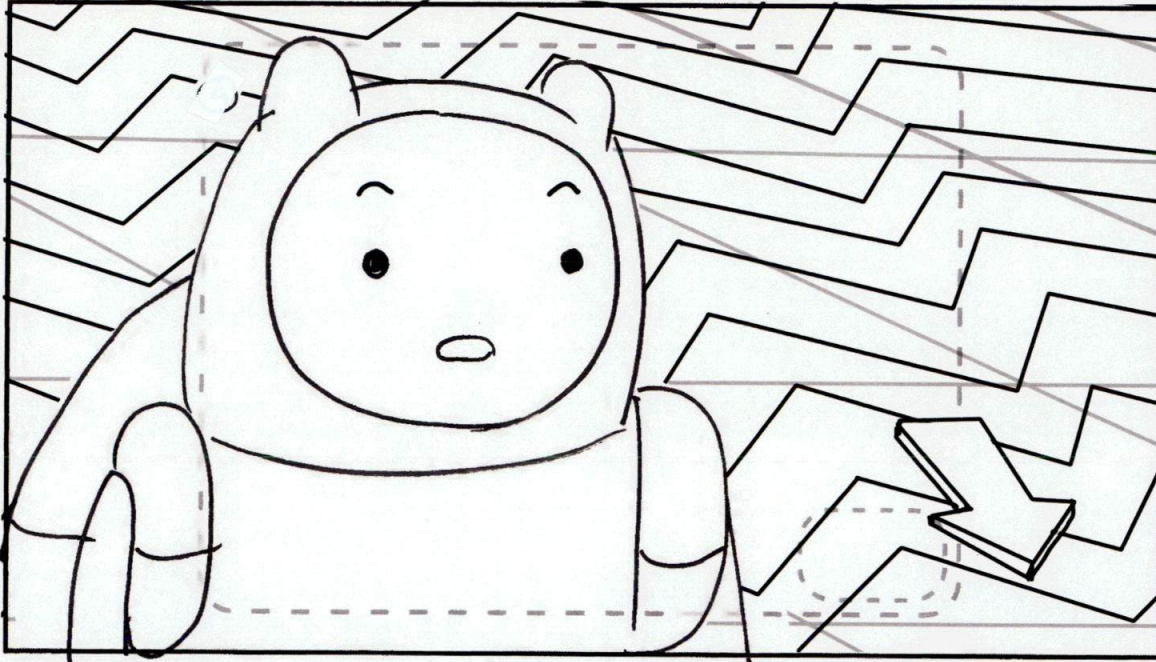
1034/231

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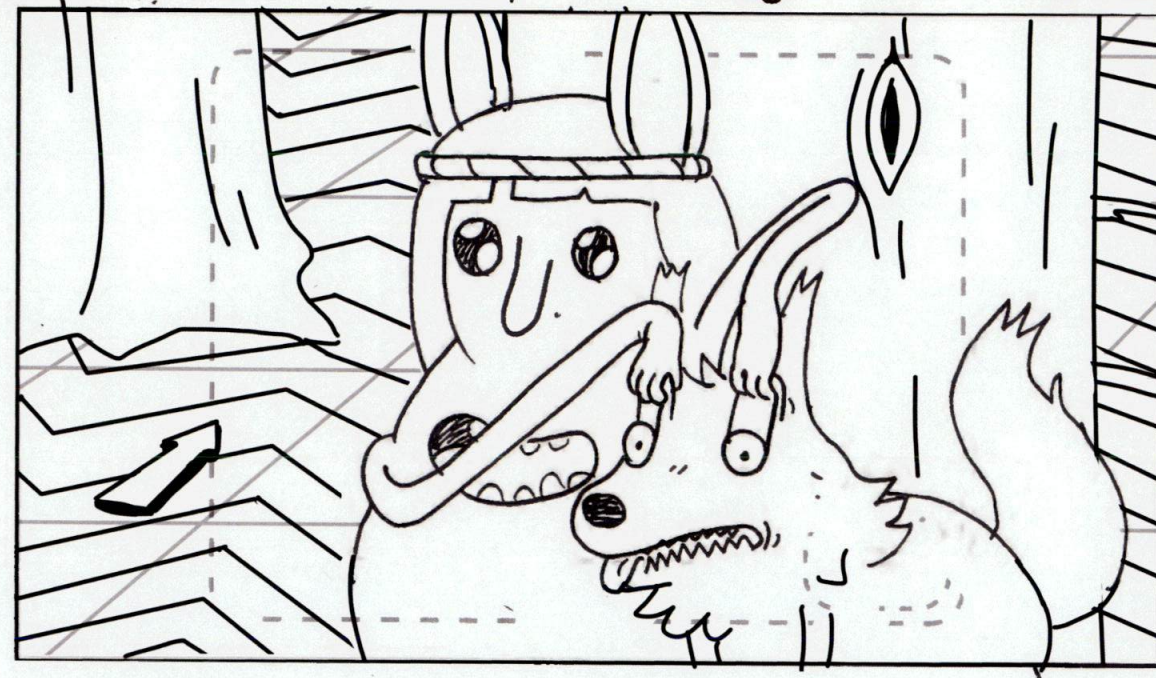
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



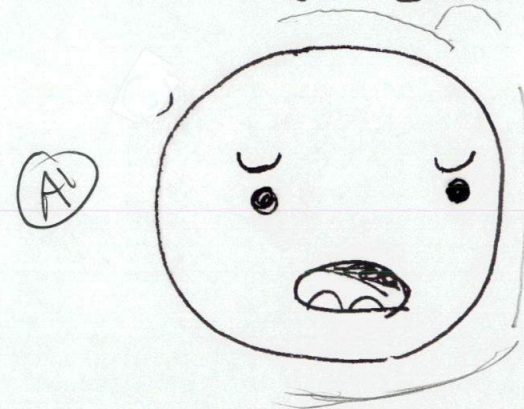
Sc. 115 Pnl. A Bg. day night



Dialog:
F/ ...neat! But yeah, didn't you guys
use to hang?

Action:

Timing:



HW/ Most predatory

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Production:

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1034/231

ADVENTURE TIME

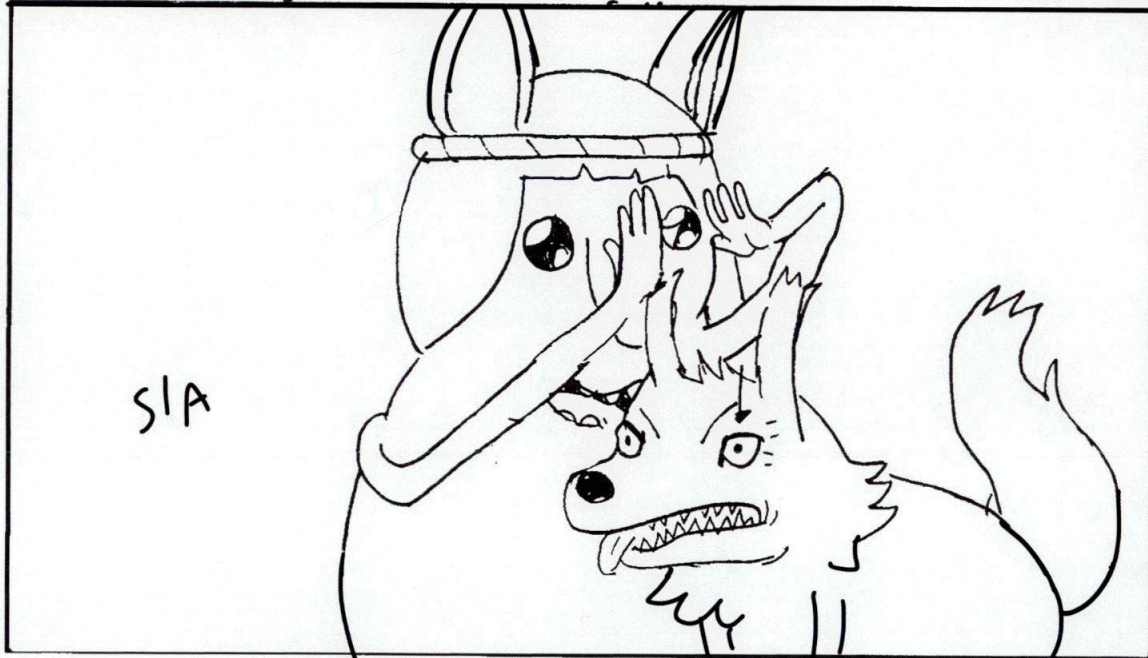


Sc. 115 cont

Pnl. B

Bg.

day night

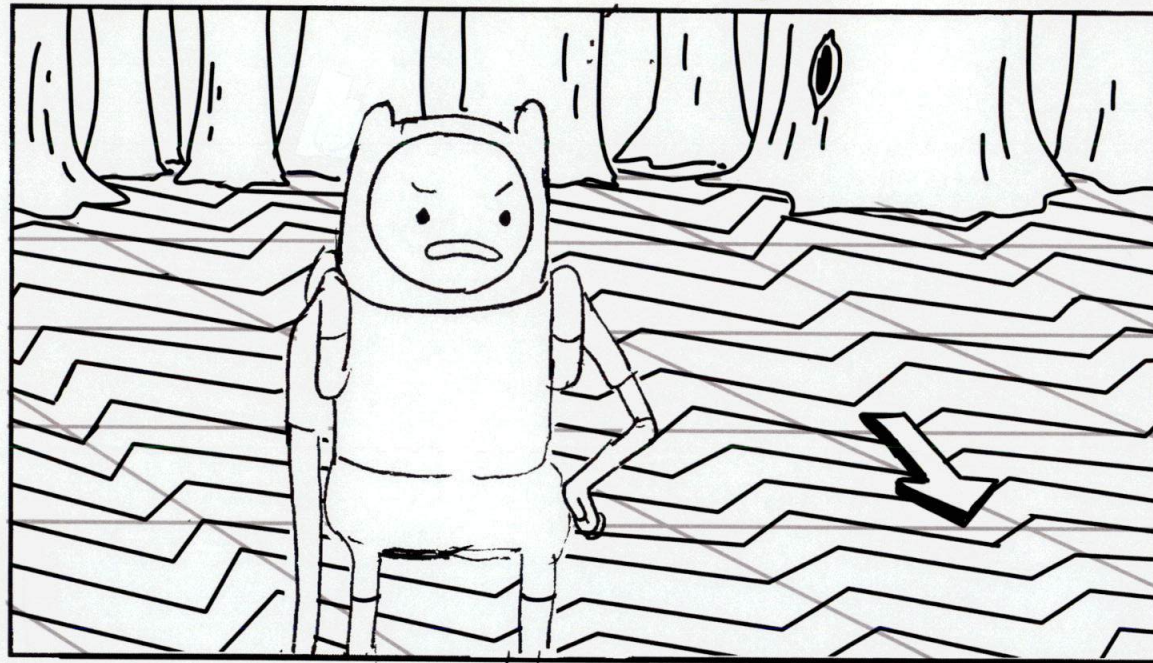


Sc. 116

Pnl. A

Bg.

day night



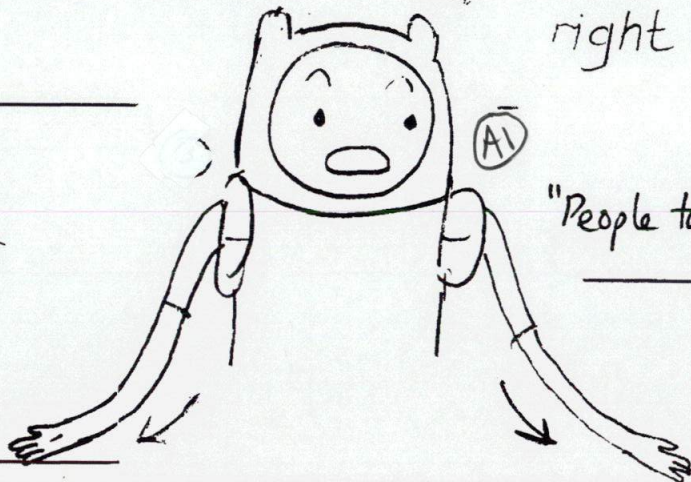
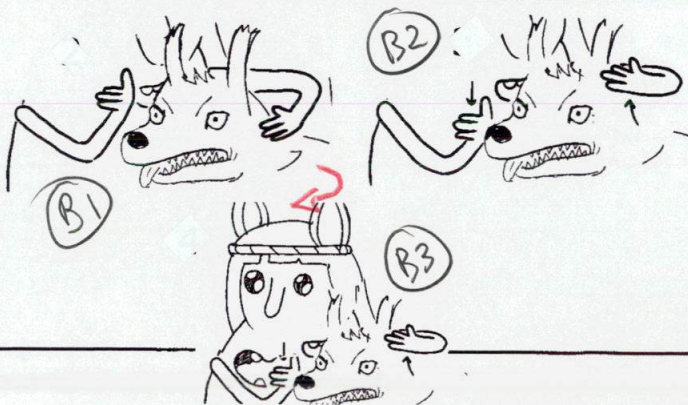
Dialog: species are like that!

DW/ This little buddy doesn't even know
I'm here!

SFX: SNAPPING RUBBER, GROWLS

Action:

Timing.



E/ Fella, I don't wanna have a Science talk
right now.. I just wanna have a
People talk..

"People talk.."

AUG 28 2011

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EPISODE #

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Production:

ADVENTURE TIME



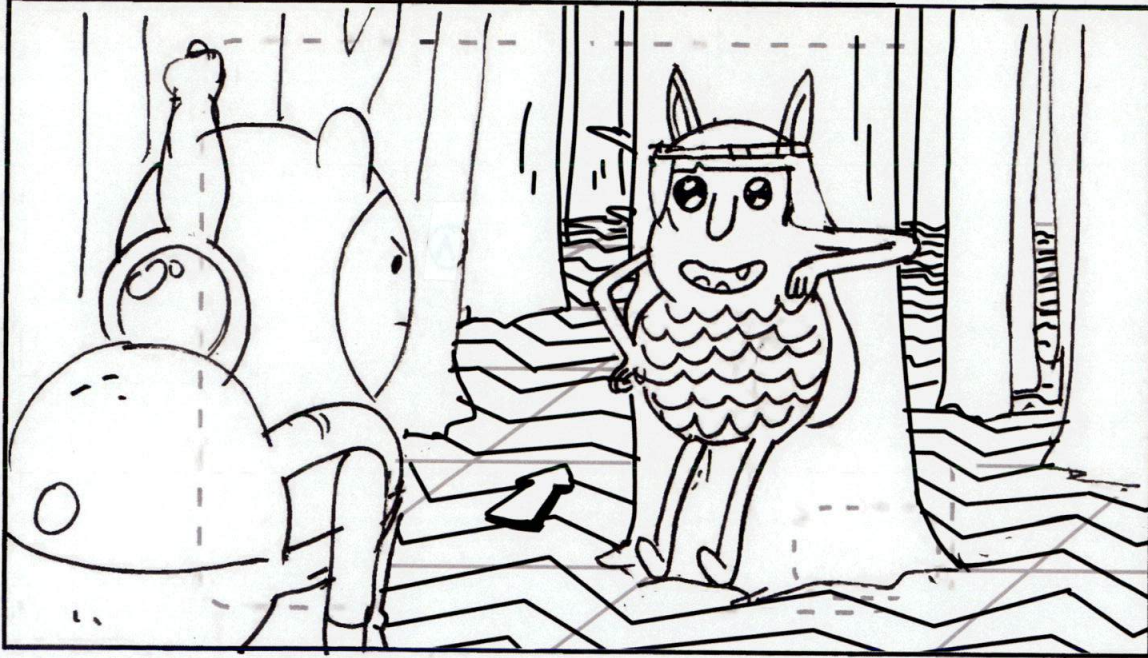
Page 141

Sc. 117

Pnl. A

Bg.

day night

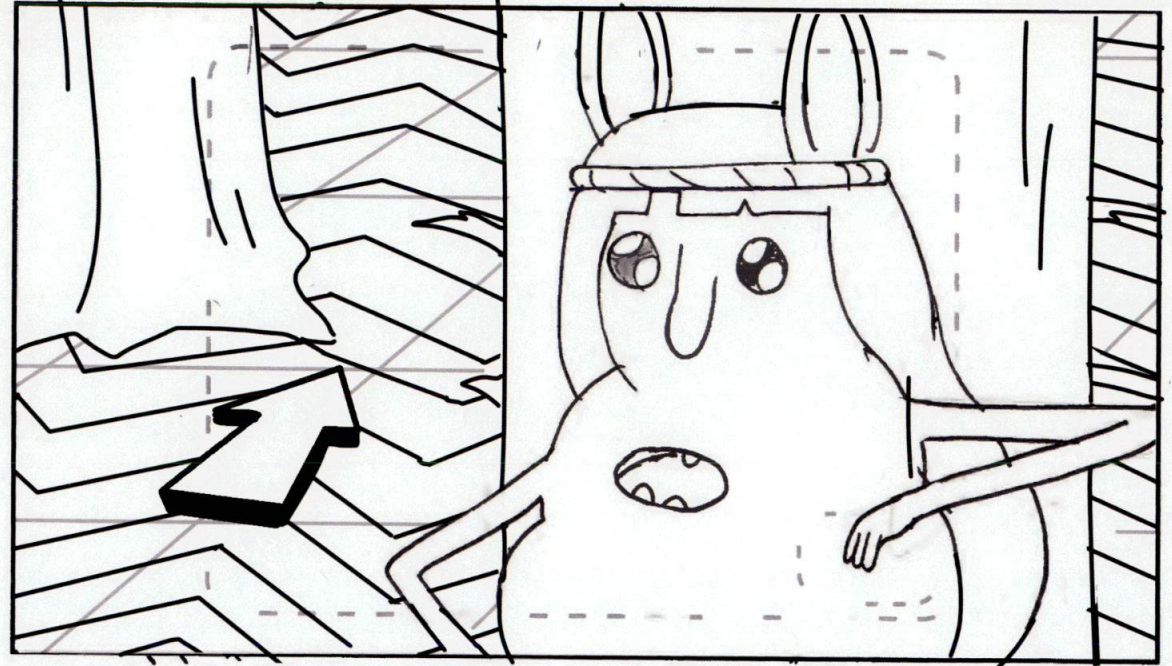


Sc. 118

Pnl. A

Bg.

day night



SOTF

Huntress Wizard only sees straight ahead.

SOTF



AUG 28 2015

Timing:

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ADVENTURE TIME



NO SC119

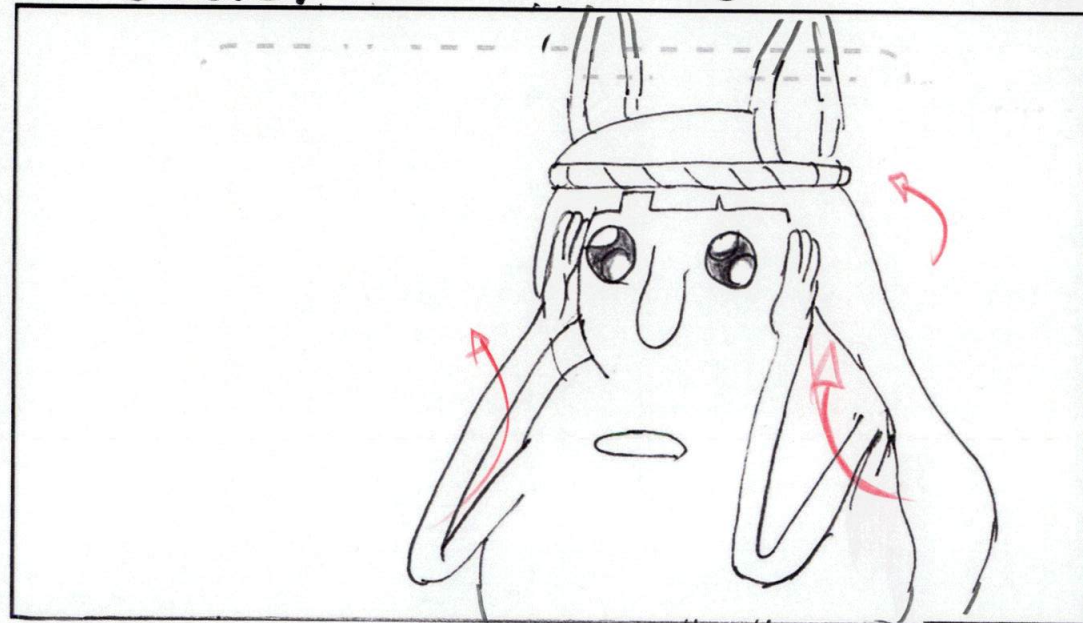
Page

142

Sc. 118 *CONT* Pnl. B

Bg.

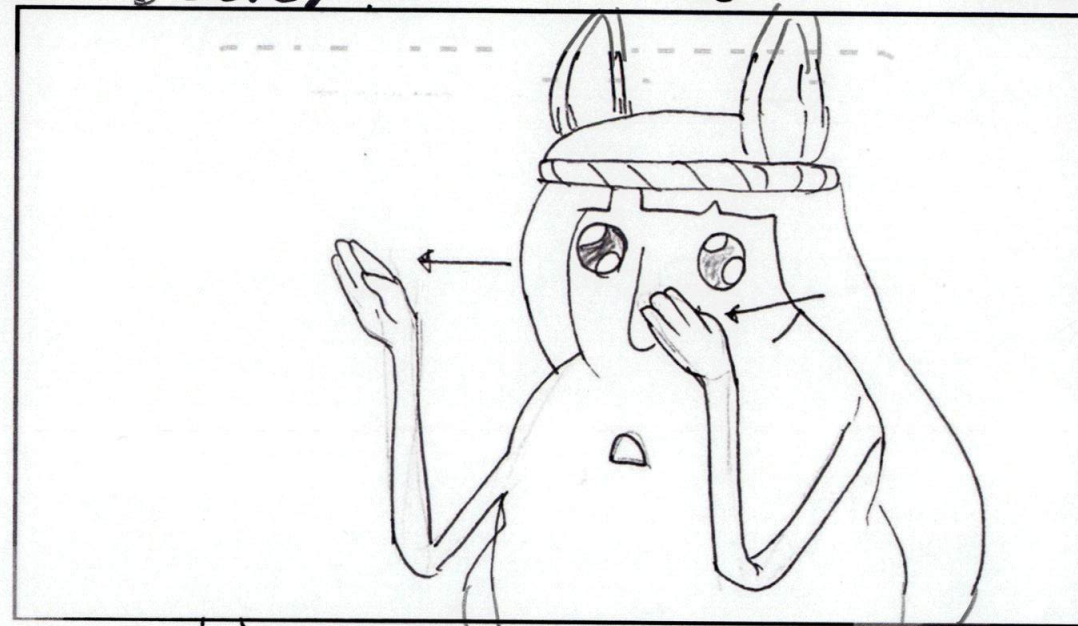
day night



Sc. 118 *CONT* Pnl. C

Bg.

day night



Dialog:

SOTF Eyes on the

Action:

SOTF prize.

Timing:

AUG 28 2015

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Production:

1034'231

ADVENTURE TIME



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Sc. 120

Pnl. A

Bg.

day night

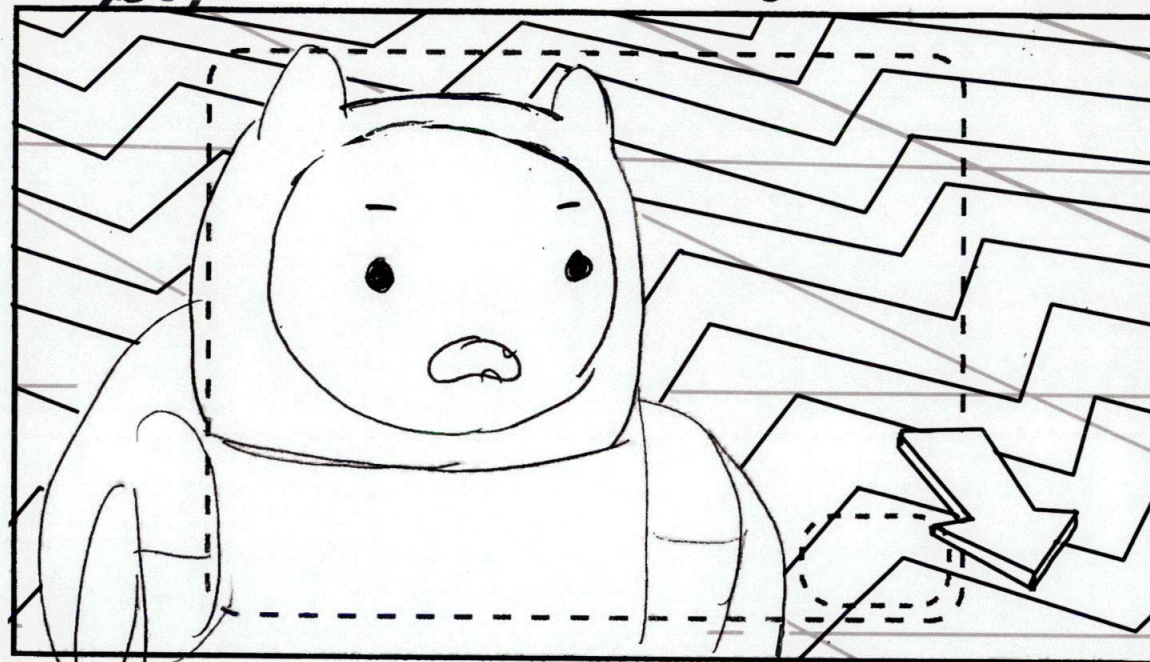


Sc. 121

Pnl. A

Bg.

day night



Dialog:

SOTF/ Now why did you really need to see me?

Action:

AUG 28 2015

Timing:

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EPISODE #

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Production:

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ADVENTURE TIME

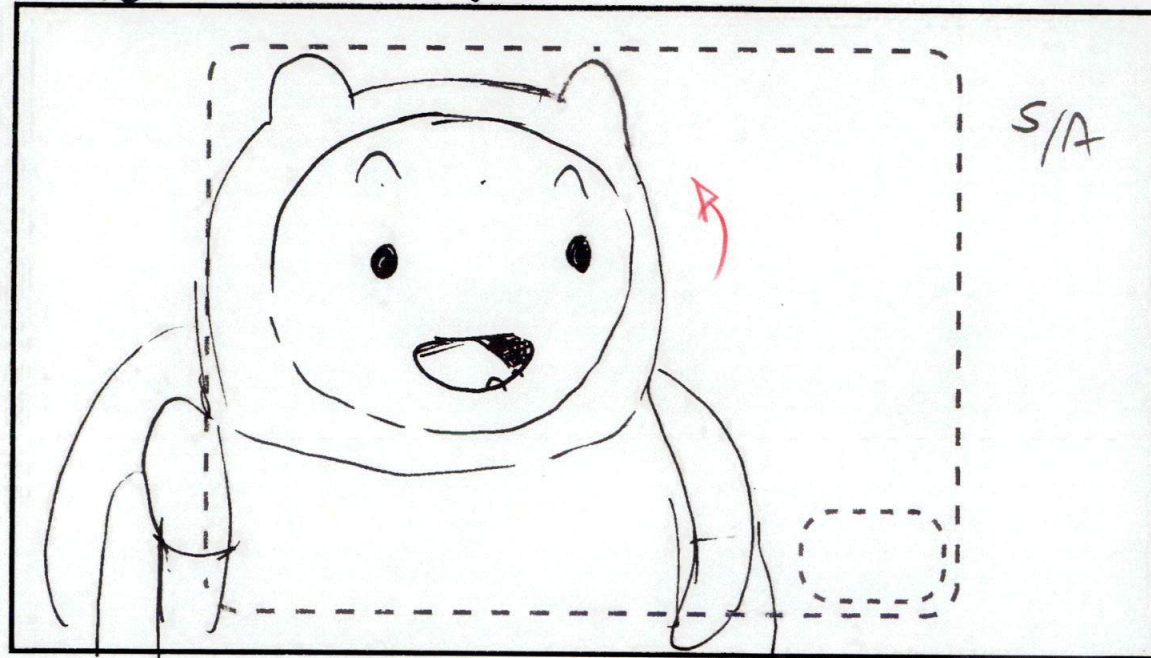


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Sc. 121 CONT Pnl. B

Bg.

day night

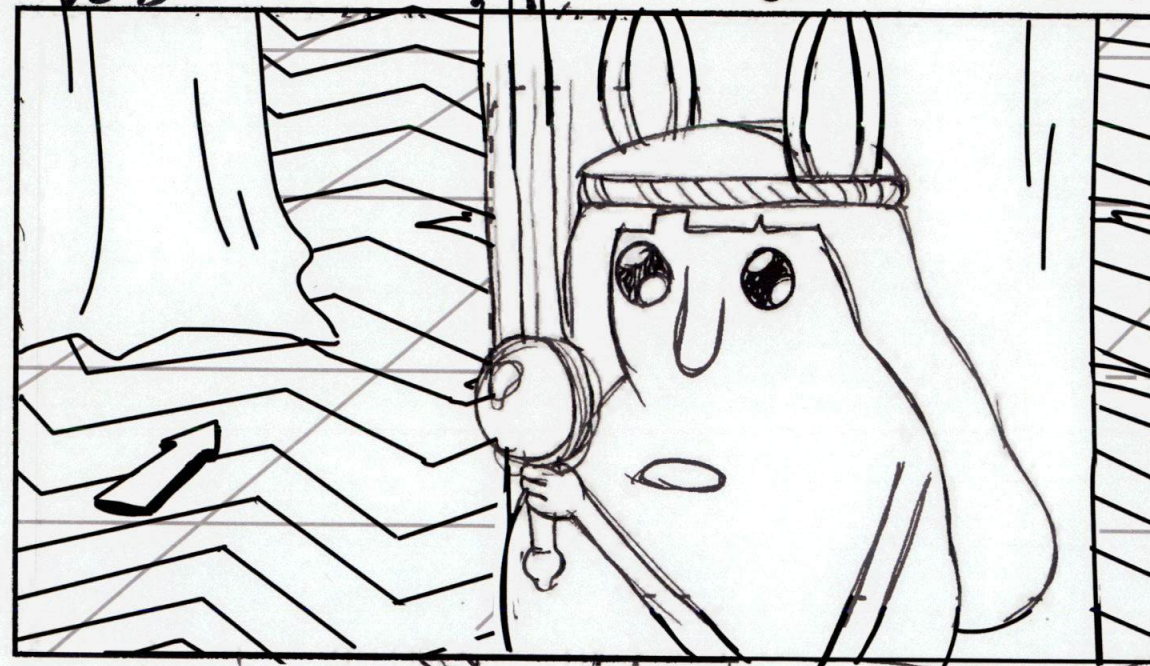


Sc. 122

Pnl. A

Bg.

day night



Dialo

F/ Oh yeah! Can you make me immune to electricity?

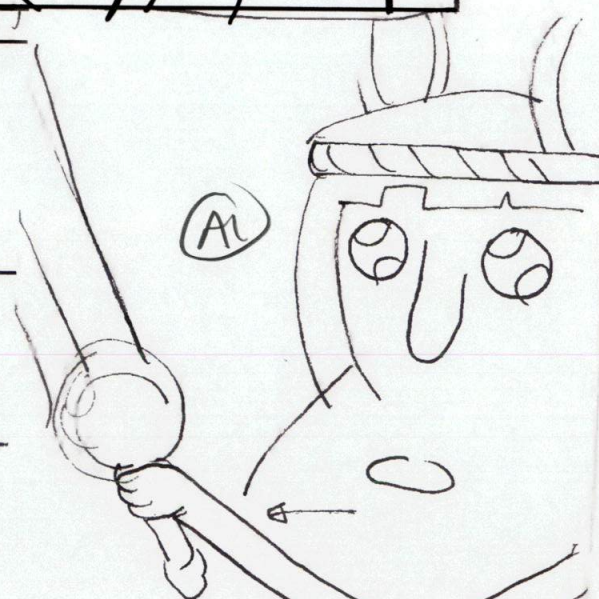
Action:

Timing:

SotF/ Here. Take this.

AUG 28 2015

— hands firm sword



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ADVENTURE TIME

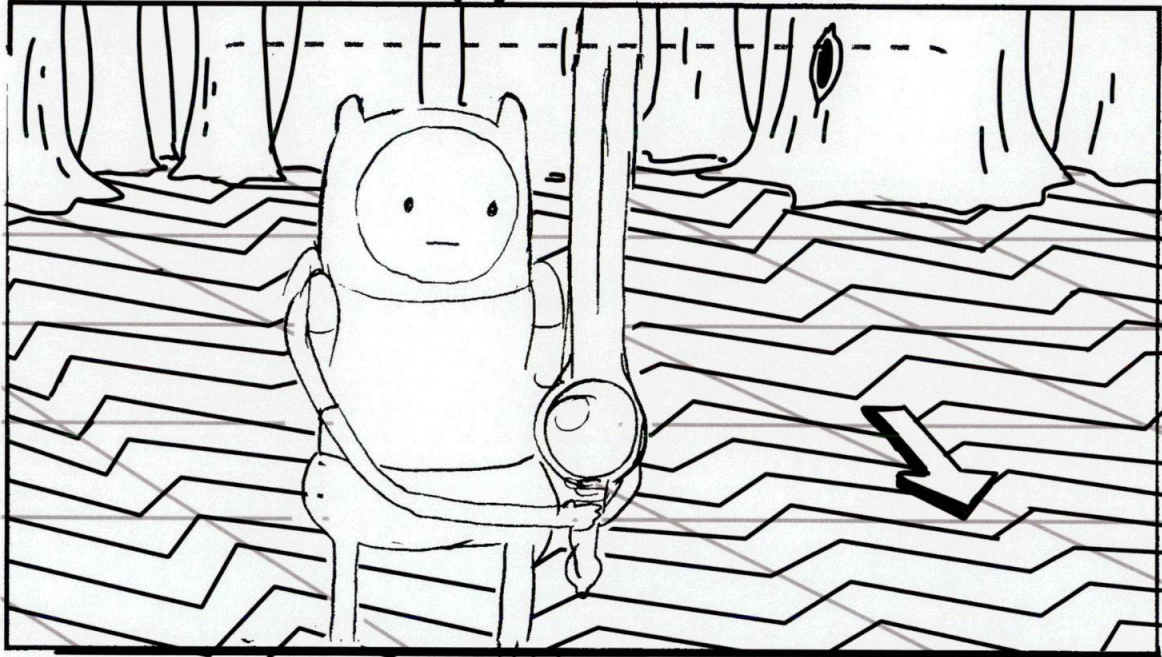


Sc. 123

Pnl. A

Bg.

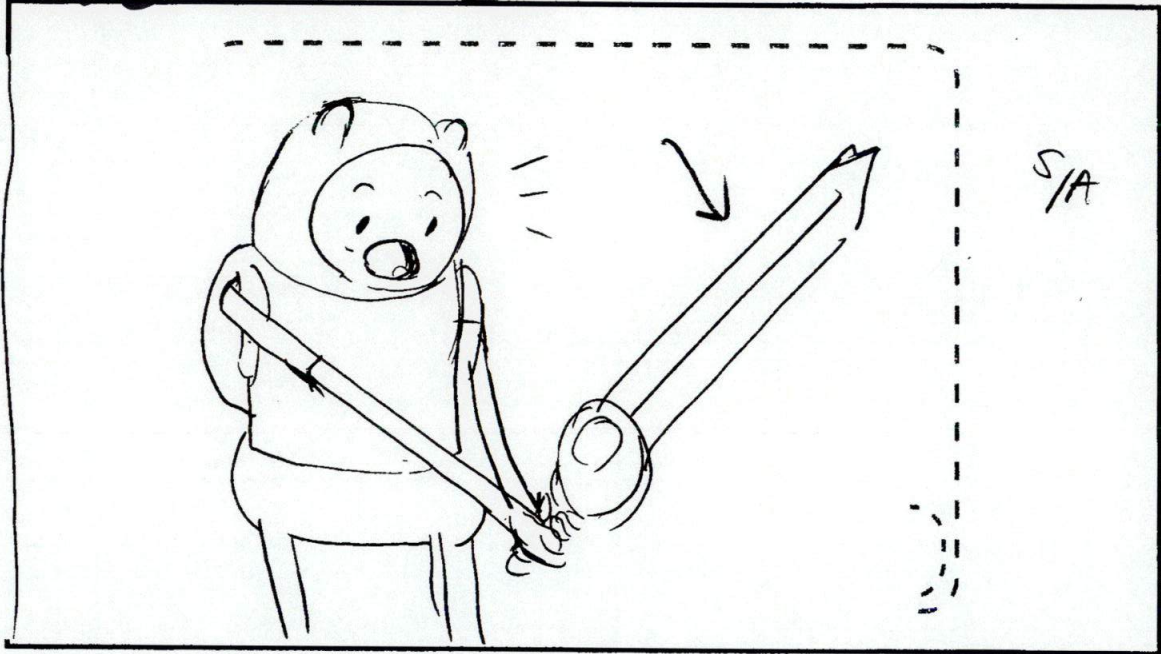
day night



Sc. 123 cont Pnl. B

Bg.

day night



Dialog:

1 F/Whoa !

Action:

Sword is suddenly in Finn's hands

AUG 28 2015

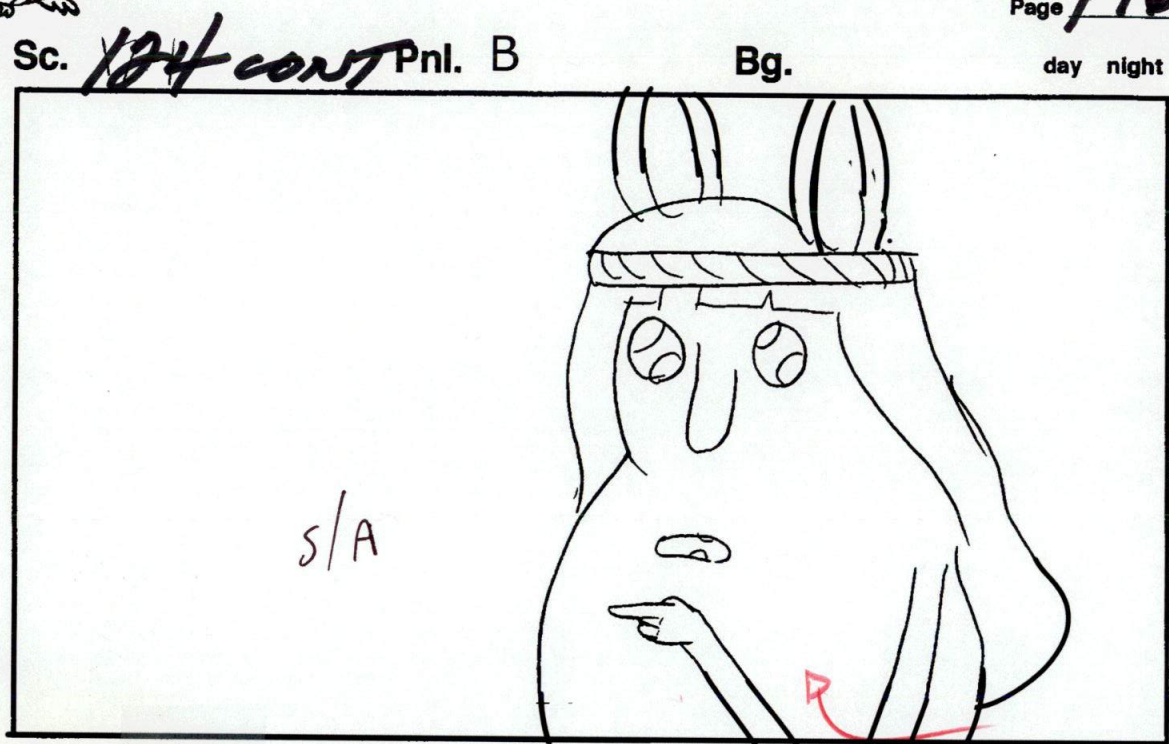
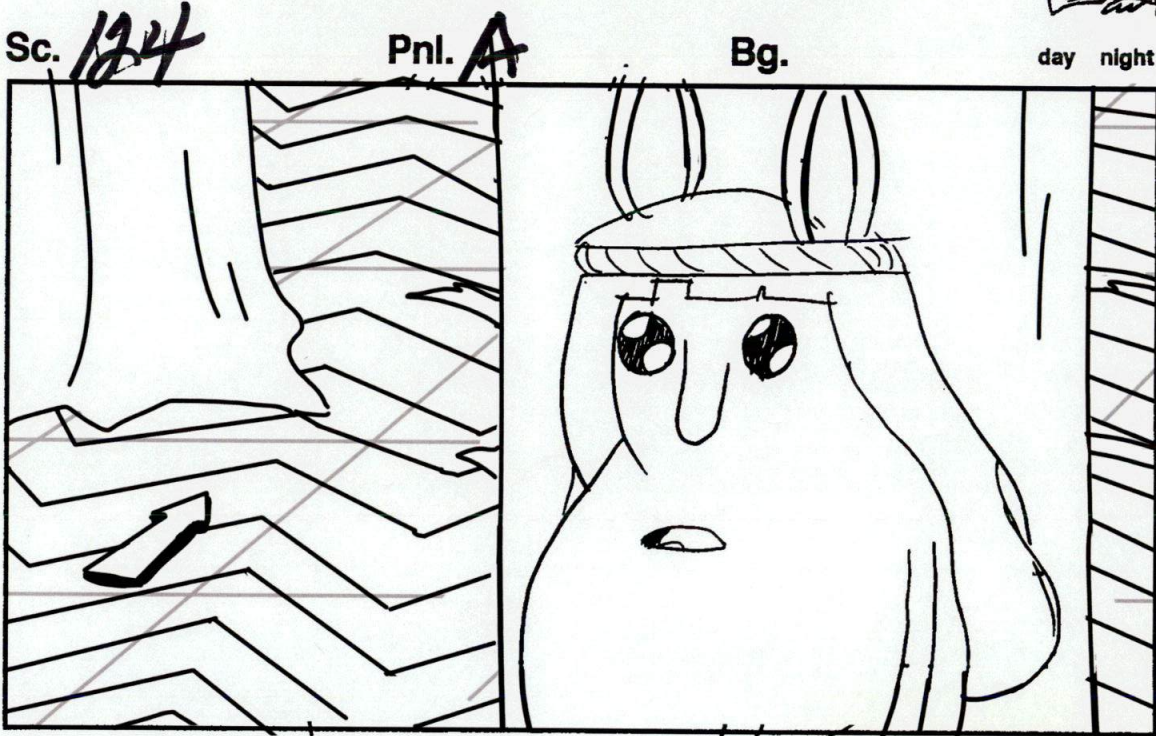
Timing:

EPISODE # 1034-231
Production:

ADVENTURE TIME



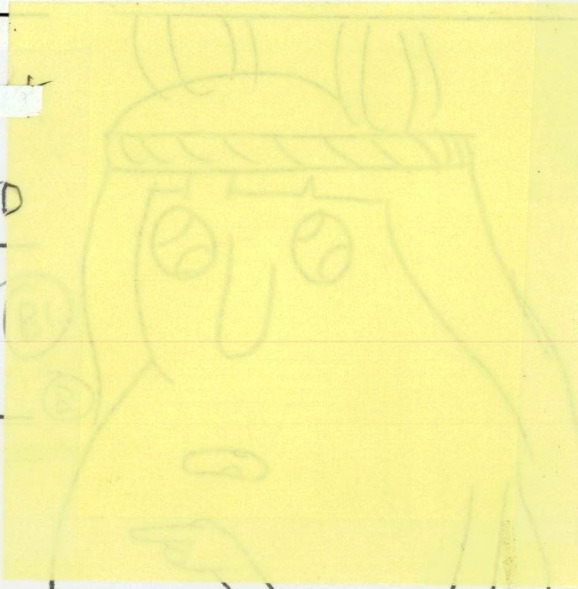
Page 146



Dialog:
SotF/ Now, plunge that "
(Int alt)
NOW MERGE WITH THE POINTY END

Action:

Timing:



SDW Into your HEART

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1034/231

Production:

1034/231

1034/231

ADVENTURE TIME

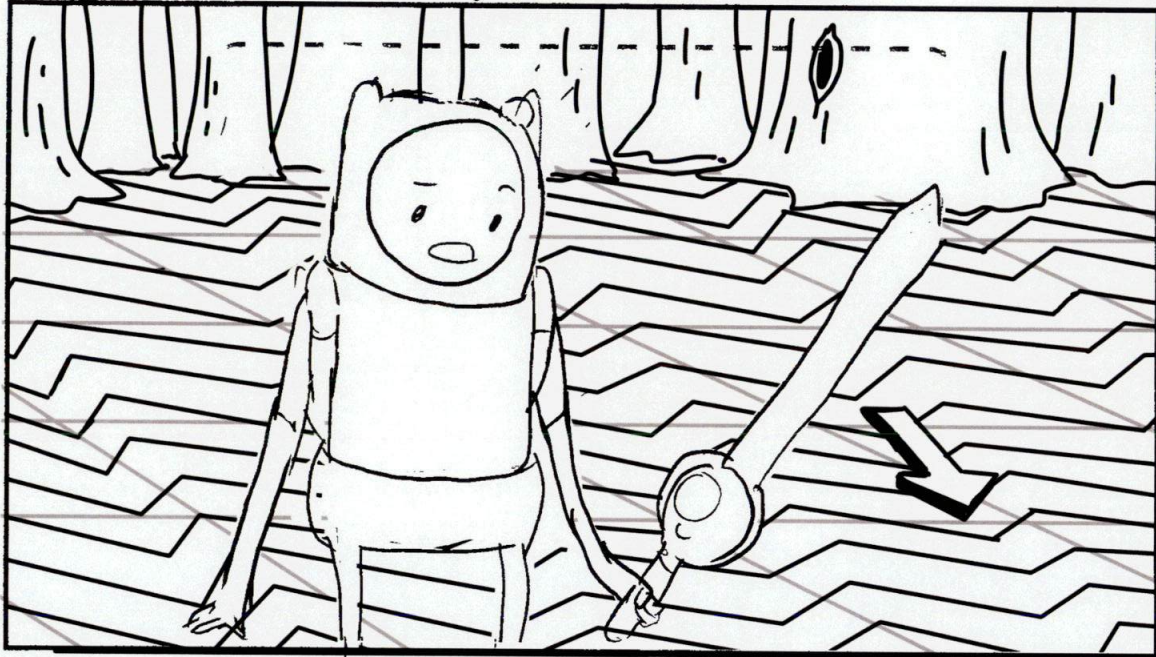


Sc. **125**

Pnl. **A**

Bg.

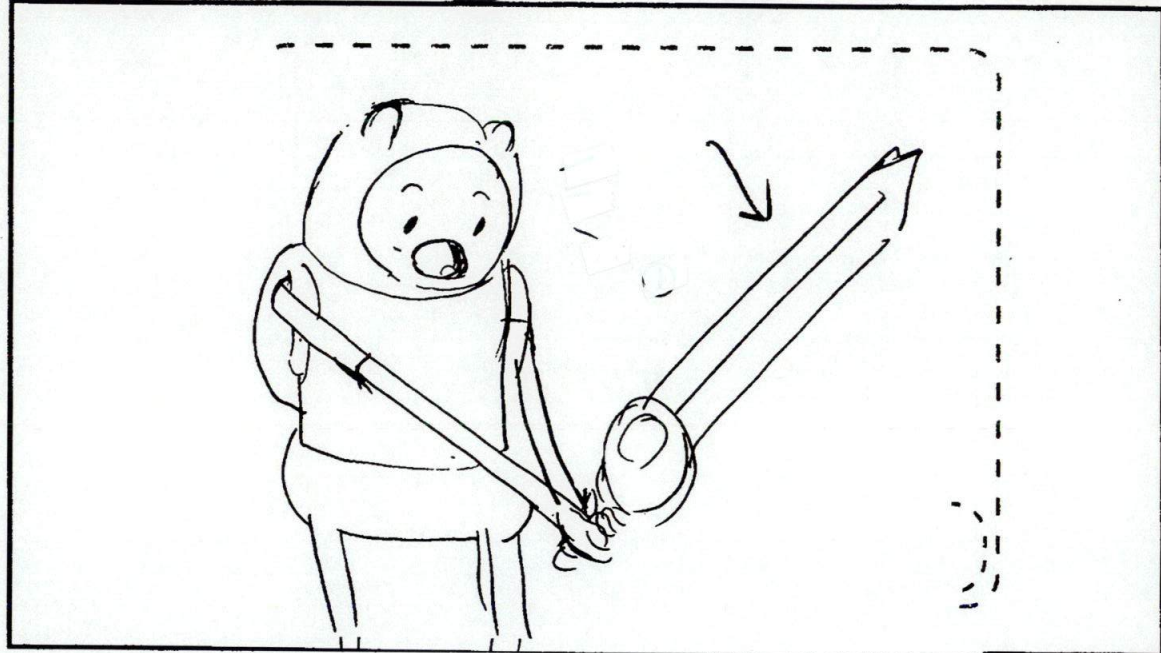
day night



Sc. **125 cont** Pnl. **B**

Bg.

day night

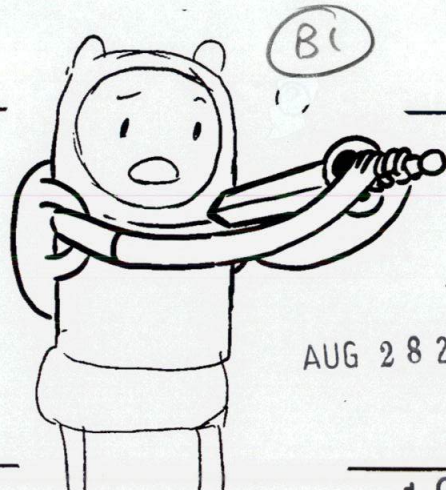


Dialog:

F/ And this will give me immunity to electricity?

Action:

Timing:



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EPISODE #

1034/231

Production:

ADVENTURE TIME



Page **148**

Sc. **126**

Pnl. **A**

Bg.

day night

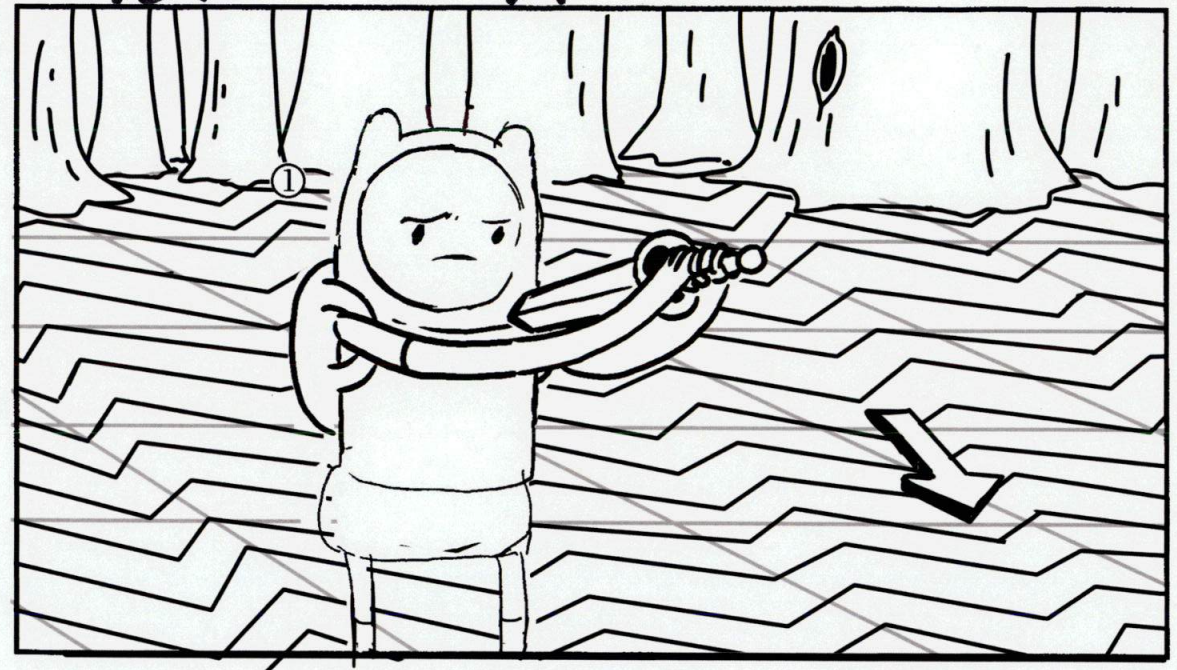


Sc. **127**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:



F/ .. I'll do it,



AVG 2 8 2011

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1034/231

Production:

1034/231

ADVENTURE TIME



Sc.

127 cont Pnl. B

Bg.

day night

Sc.

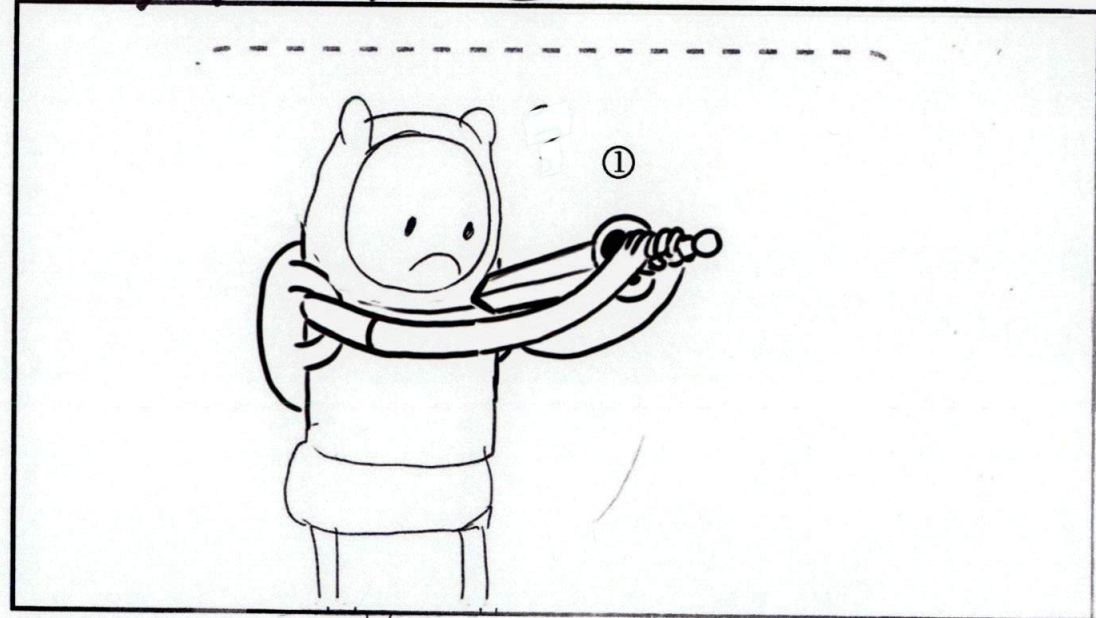
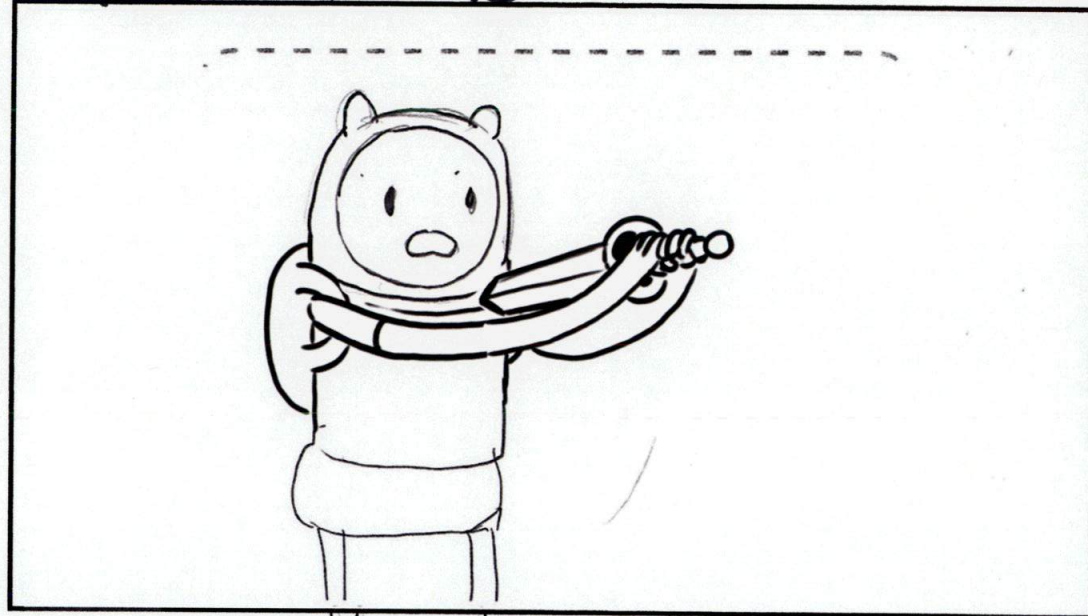
127 cont Pnl. C

Bg.

Page

day night

149
149A NEXT



Dialog:

F/ -- to help Huntress Wizard.

F: [straining noise]

Action:

Timing:



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Production:

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1034/231

ADVENTURE TIME

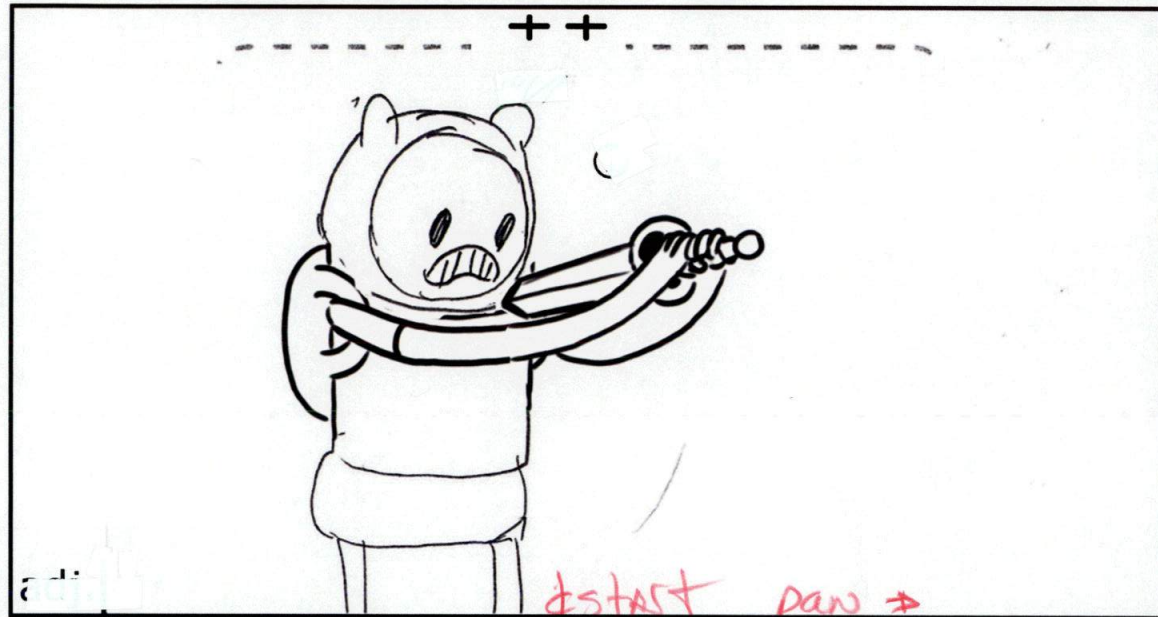


Sc. 127 *CONT* Pnl. D

Bg.

day night

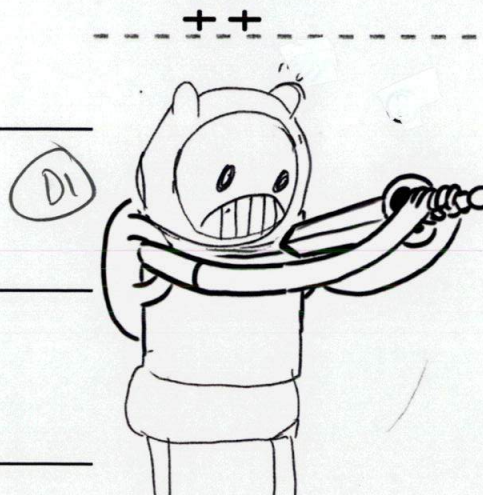
Page 149A
150 NEXT



Dialog:

Action:

Timing:



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Production:

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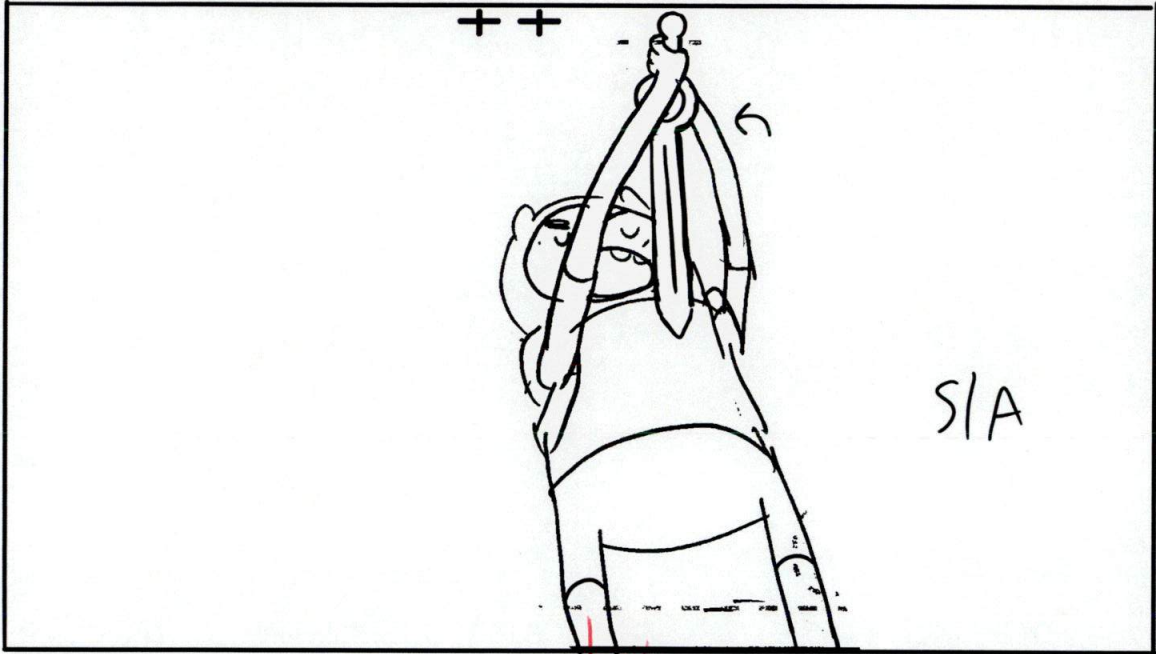
ADVENTURE TIME



Sc. **127** *cont* Pnl. **E**

Bg.

ht

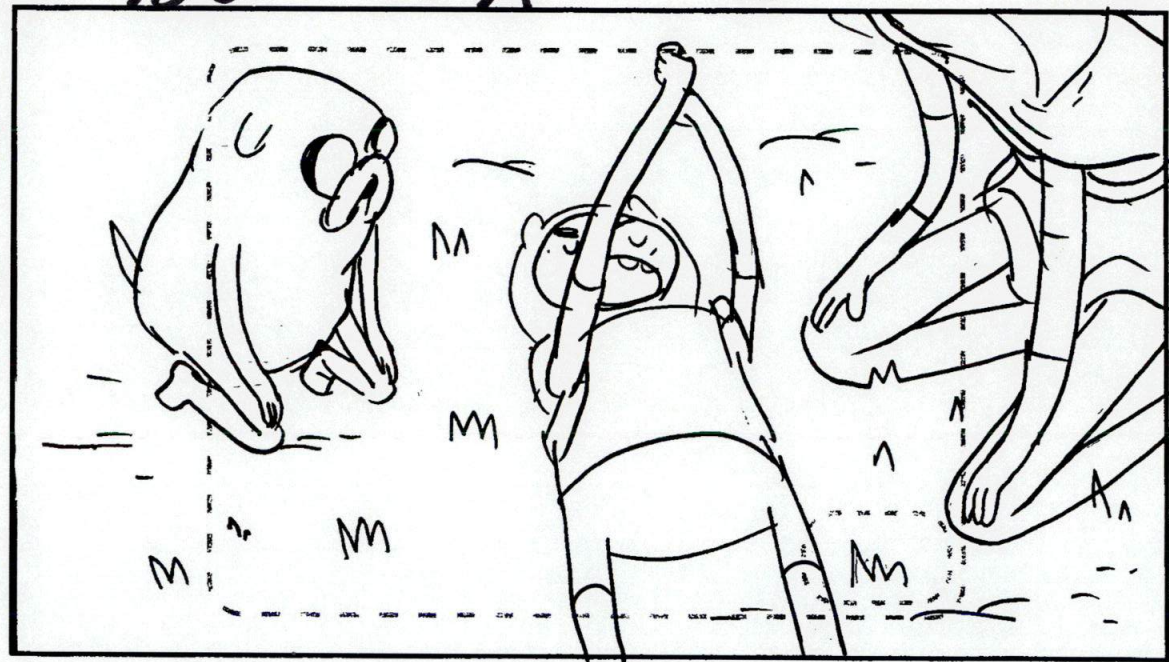


Sc. **128**

Pnl. **A**

Bg.

day night



Dialog:
Action:
Timing:

- MATCH CUT TO WAKING WORLD

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EPISODE #

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Production:

ADVENTURE TIME

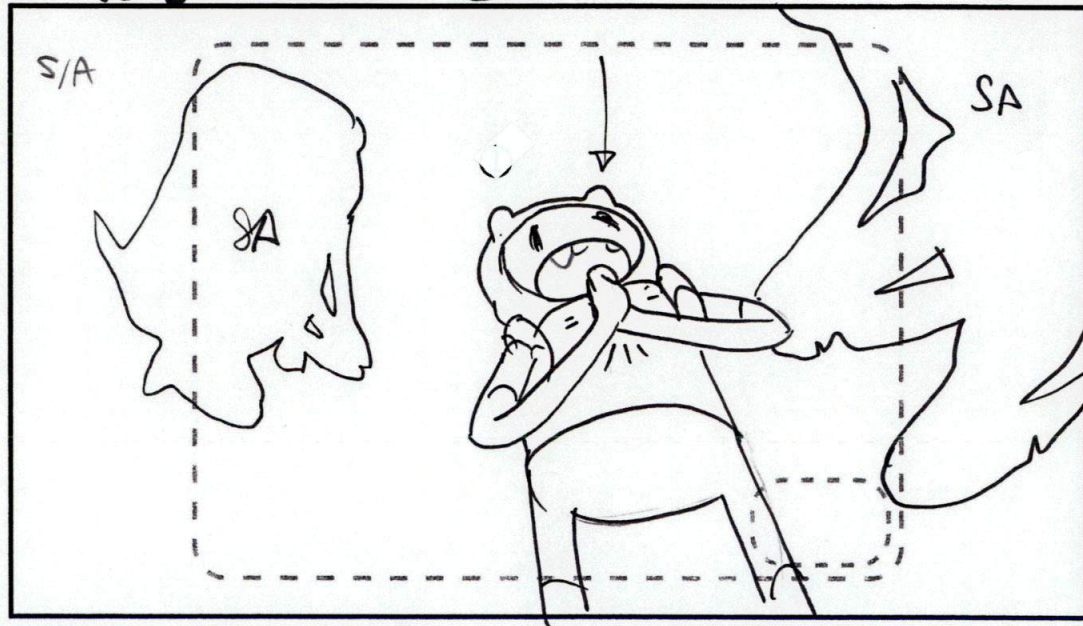


Page **151**

Sc. **128 cont** Pnl. **B**

Bg.

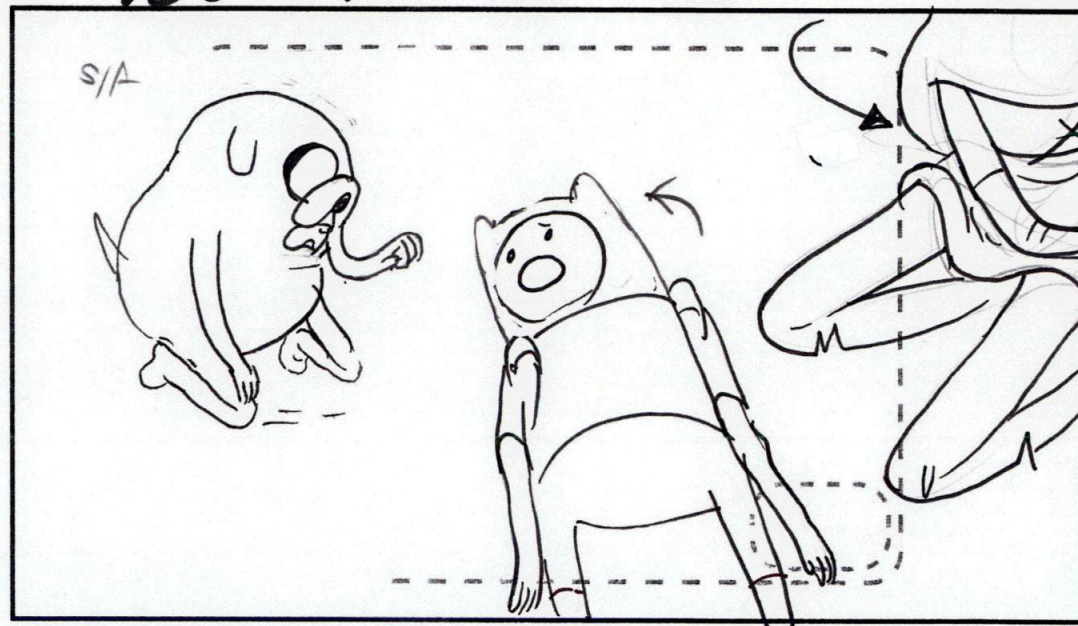
day night



Sc. **128 cont** Pnl. **C**

Bg.

day night



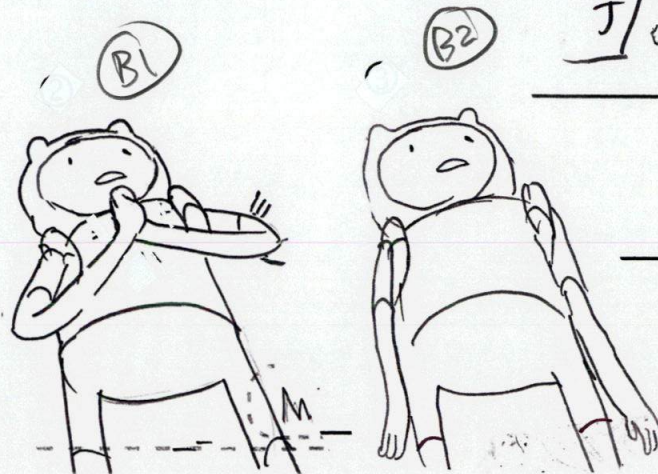
Dialog:

F/Ah!

Action:

F SUDDENLY WAKES UP,
MIMES THRUST.

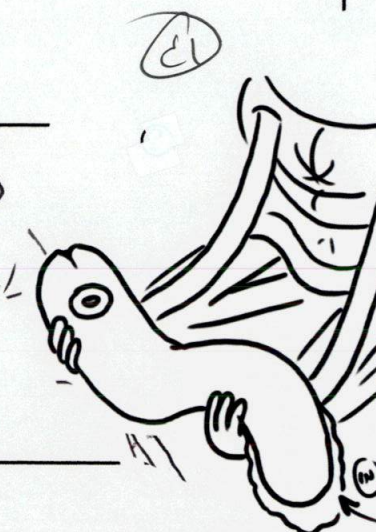
Timing:



F/How long was I out?
J/Seven long, harrowing seconds!

- HW TURNS AROUND

AUG 28 2015



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Production:

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ADVENTURE TIME

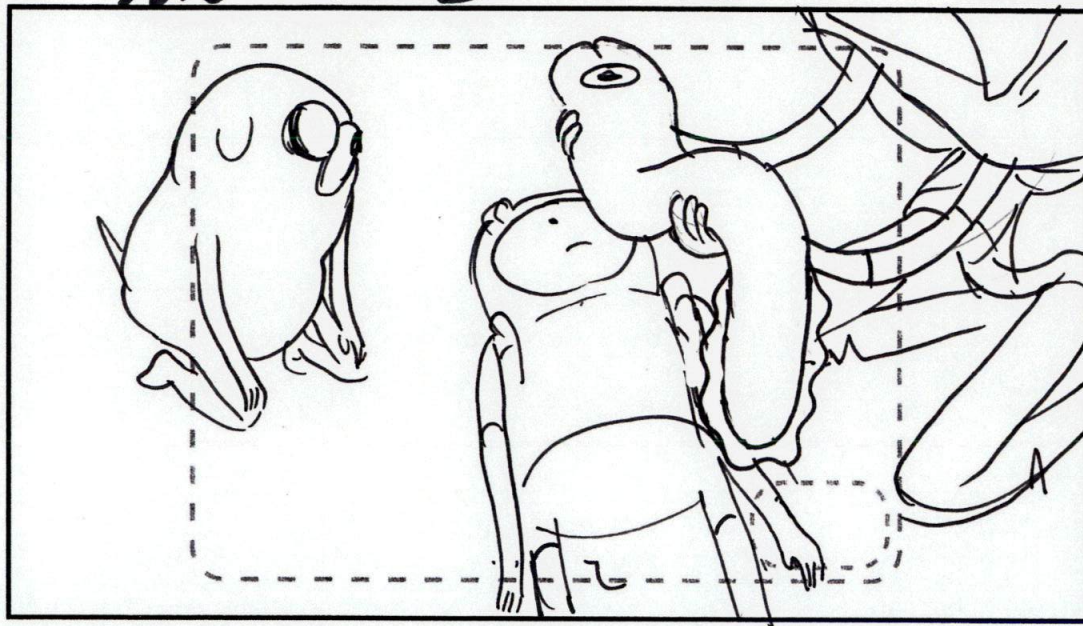


Page **152**

Sc. **128 cont** Pnl. **D**

Bg.

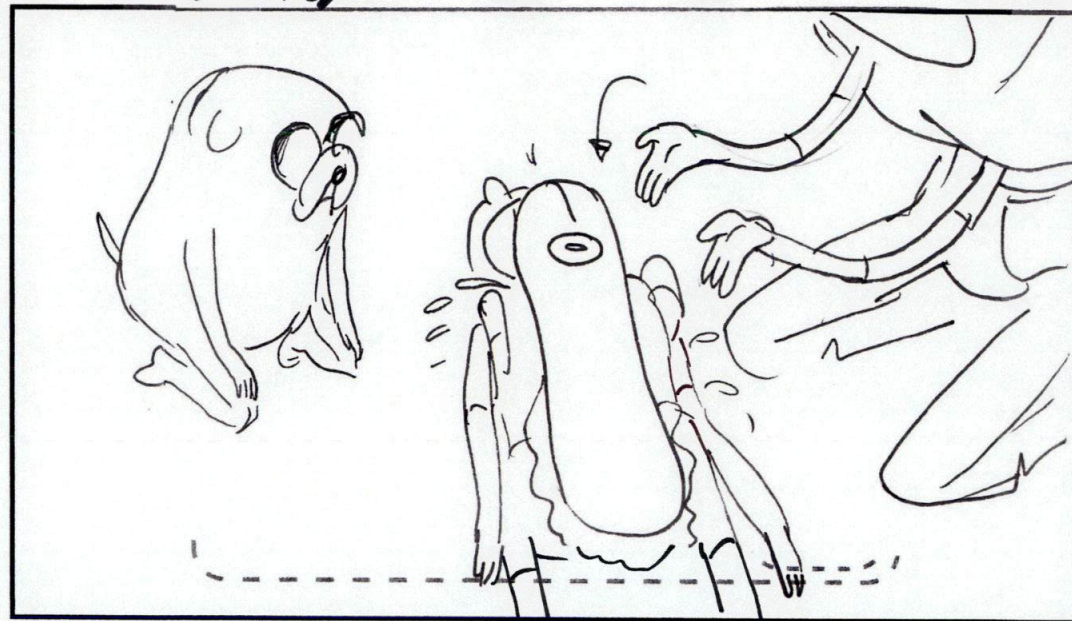
day night



Sc. **128 cont** Pnl. **E**

Bg.

day night



Dialog:

HW/Hold still.

SFX/SLAP

Action:

- HW LIFTS EEL ON/S.

- HW DROPS EEL ON FINN

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Timing:

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Production:

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1034/231

ADVENTURE TIME



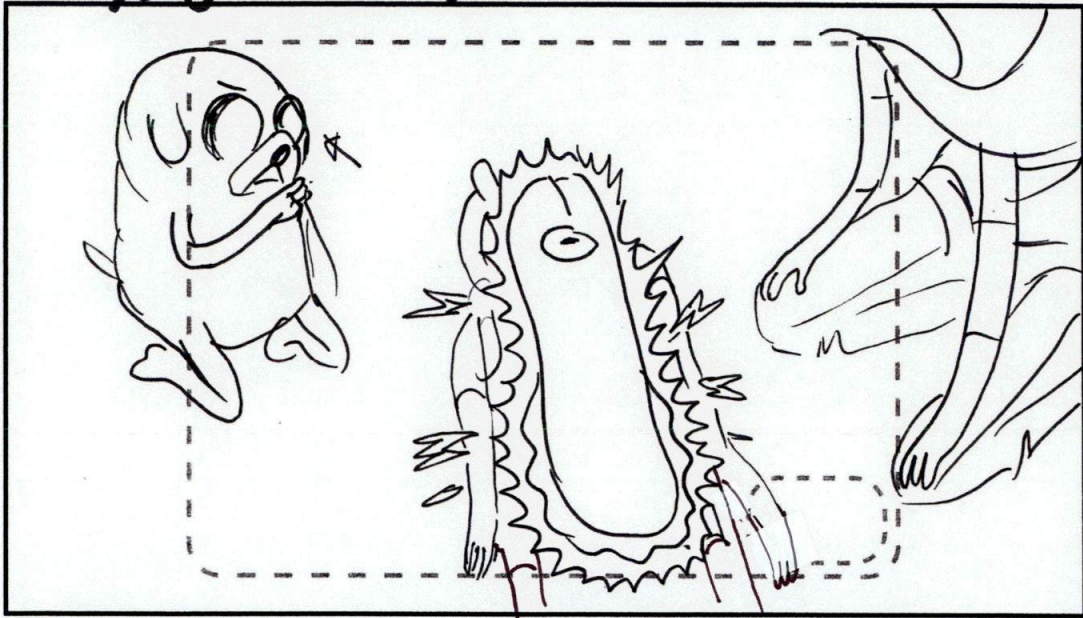
Page **153**

Sc.

188 cont Pnl. F

Bg.

day night

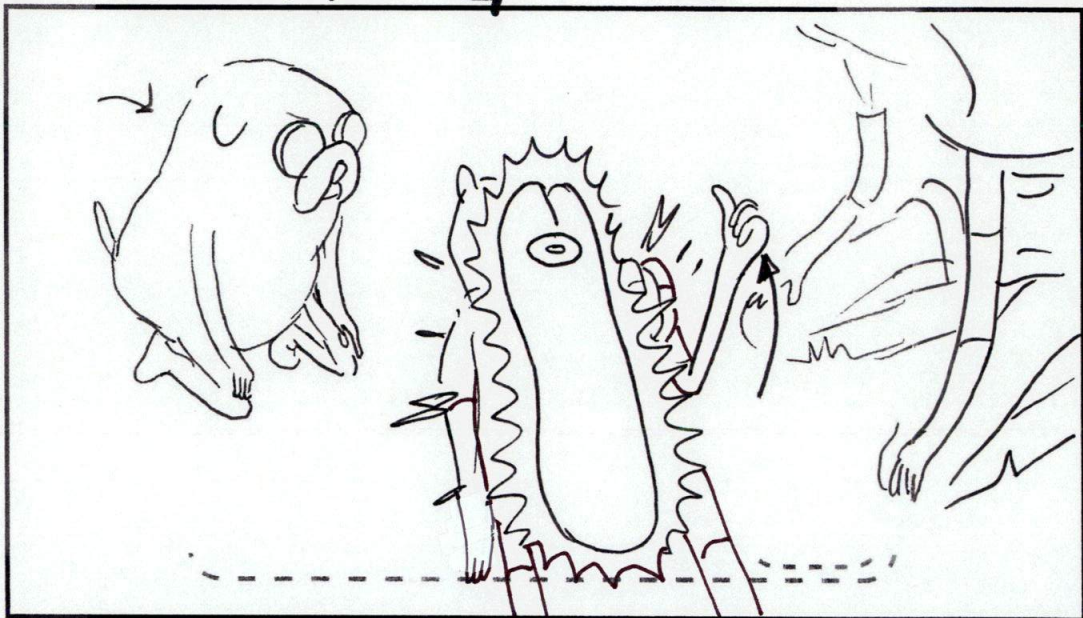


Sc.

188 cont Pnl. G

Bg.

day night



Dialog:

8FX/ BZZZZZT →

↑/ Yeah, feels fine!

Action:

- EEL TRIES TO SHOCK FINN.

AUG 28 2015

Timing:

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Production:

1034/231

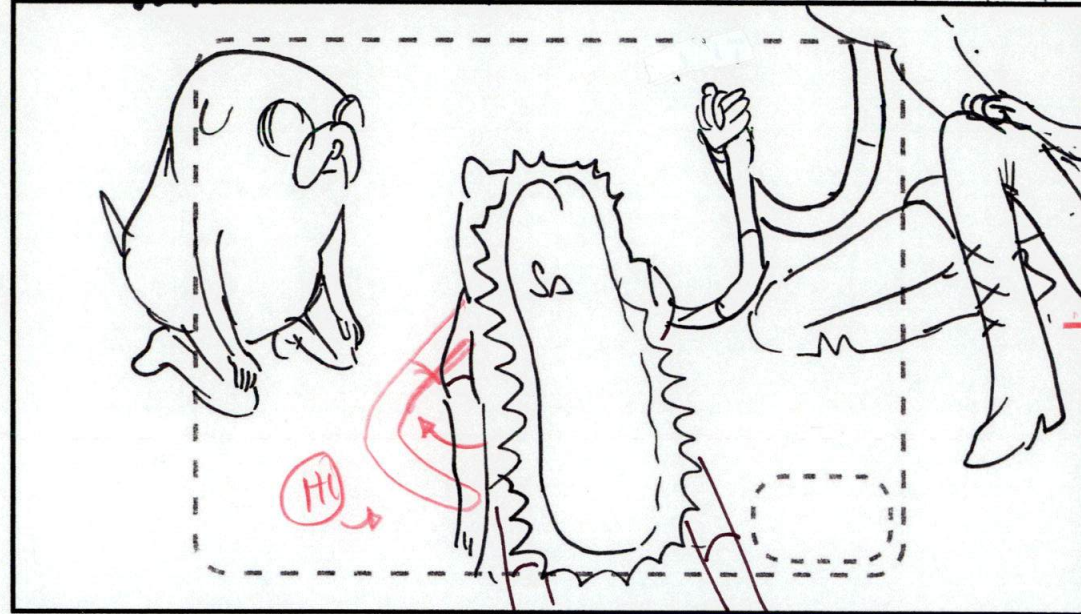
ADVENTURE TIME



Sc. **128 cont** Pnl. **H**

Bg.

day night



Sc.

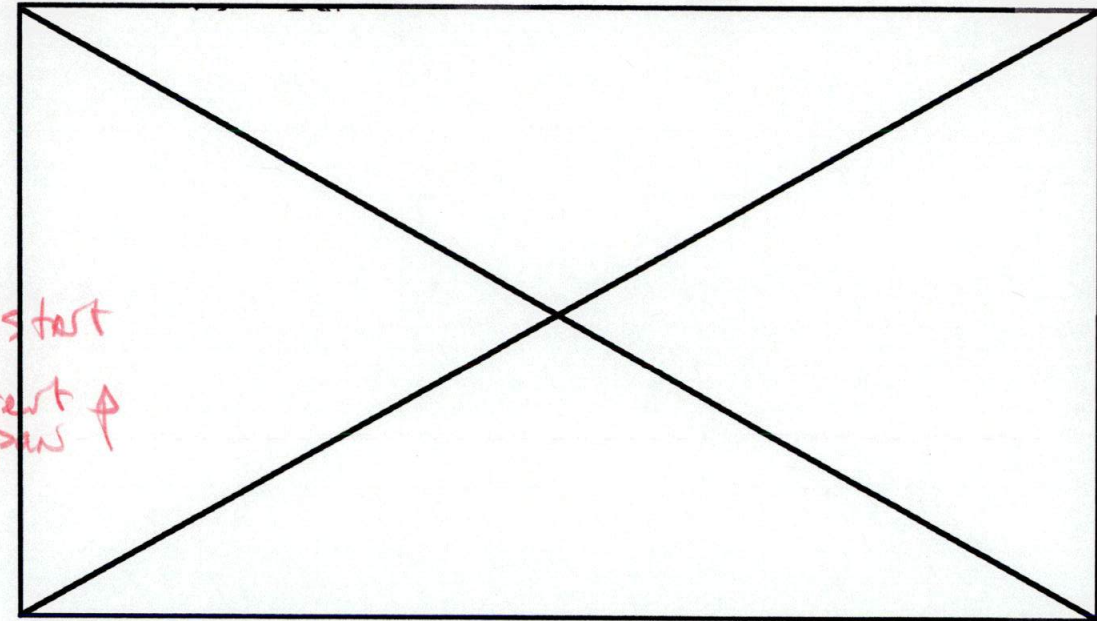
Pnl.

Bg.

Page

day night

154
154A NEXT



*-A start
vert p
pew p*

Dialog:

FW/ GREAT!

Action:

-FW GRABS FINN'S HAND.

Timing:

AUG 28 2015

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Production:

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1034/231

1034/231

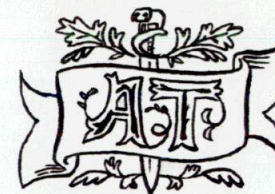
Sc. 128 *CONT* = T

Bg.

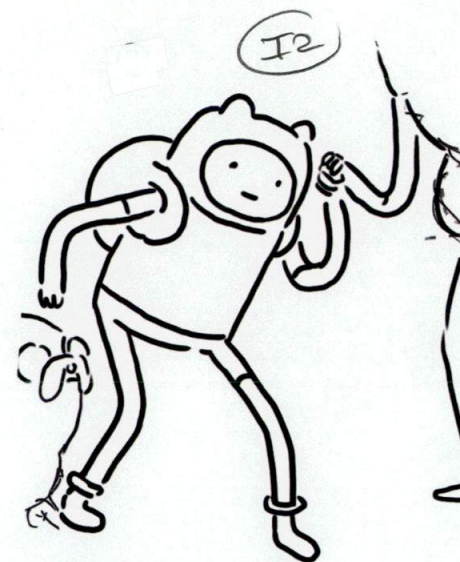
day night



ADVENTURE TIME



Page 154A
155 NEXT



Dialog:

HW/ Now we can hunt down the --

Action:

*— HW STANDS AND PULLS F UP;
EEL SLIPS OFF*

AUG 28 2015

Timing:

- adj. up with Finn

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Production:

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1034/231

ADVENTURE TIME



Page **155**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<p>128 cont.</p>				

<p>Dialog:</p>	<p>HW/ -- THUNDER BOAR</p>
<p>Action:</p>	<p style="text-align: right;">AUG 28 2015</p>
<p>Timing:</p>	

EPISODE # **1034-231**

Production:

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1034/231

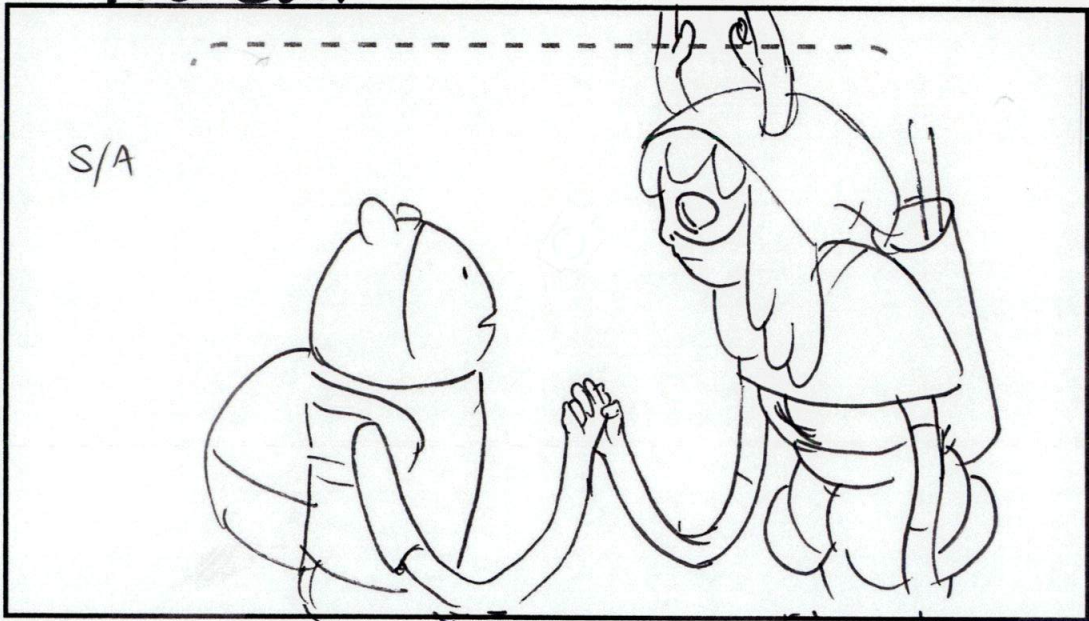
ADVENTURE TIME



NO SC'S
129-130

Page 156
NO PG 157
day night

Sc. 128 CONT Pnl. K Bg. day night



Sc. 128 CONT Pnl. L Bg. day night



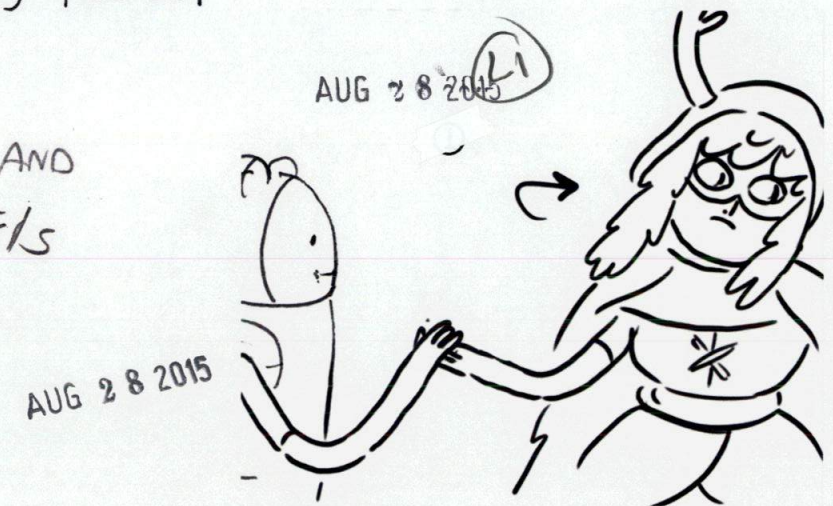
Dialog: Oh yeah, the boar! HW/Try to stay focused.

Action:

Timing:



- HW TURNS AND WALKS OFF/S



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EPISODE #

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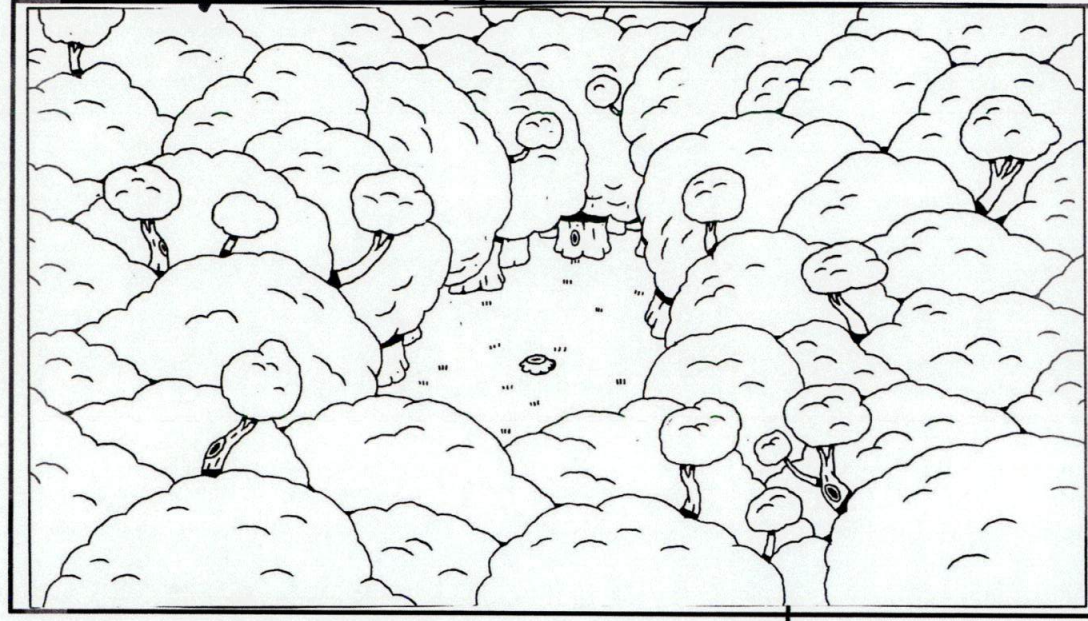
ADVENTURE TIME



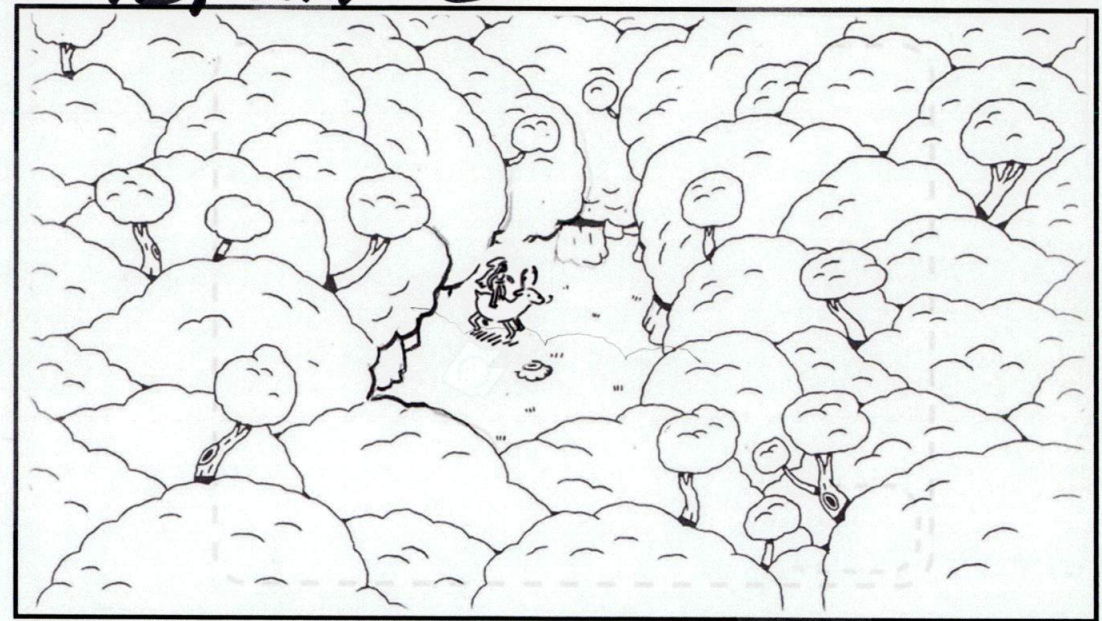
Prev. Pg156

Page **158**

Sc. **131** Pnl. **A** Bg. day night



Sc. **131 cont** Pnl. **B** Bg. day night



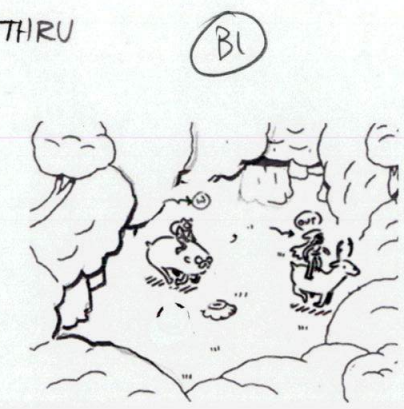
Dialog:
SFX: GALLOPING →
GROWING LAIDR

Action:
CLEARING IN FOREST -

Timing:

ID: B004 s17_906

HW F+J GALLOP THRU
CLEARING



AUG 28 2011

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Production:

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ADVENTURE TIME



Page 159

Sc.	Pnl.	Bg.	day	night

Sc.	<u>13/cont</u>	Pnl. C	Bg.	day	night

Dialog:

Action:

Timing:

SFX: GALLOPING FADES

AUG 28 2015

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EPISODE #

Production:

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ADVENTURE TIME



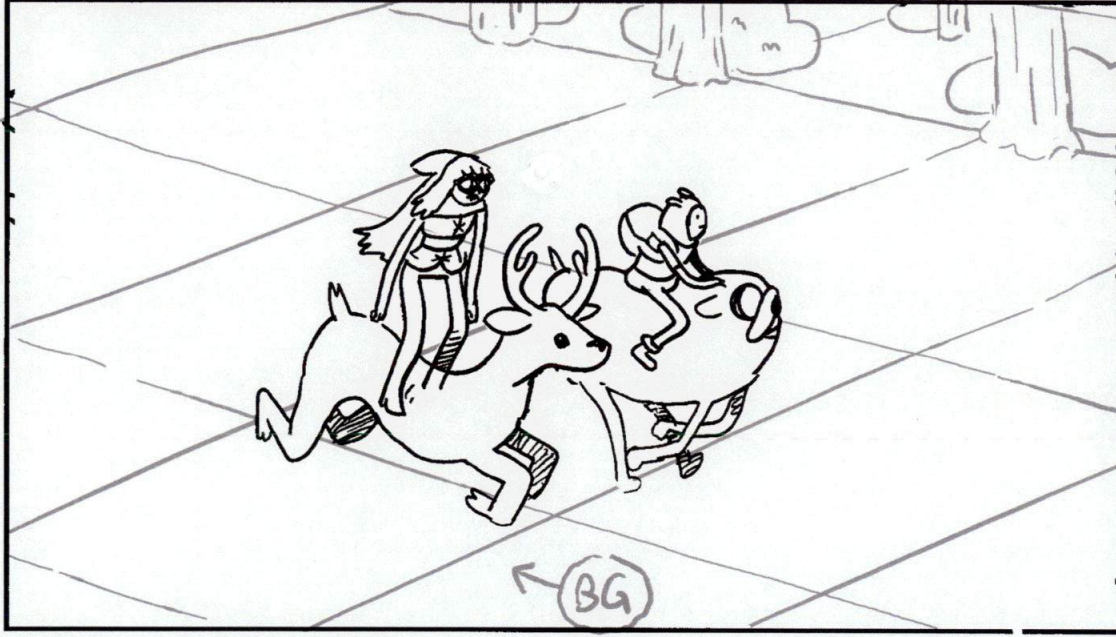
Page **160**

Sc. **132**

Pnl. **A**

Bg.

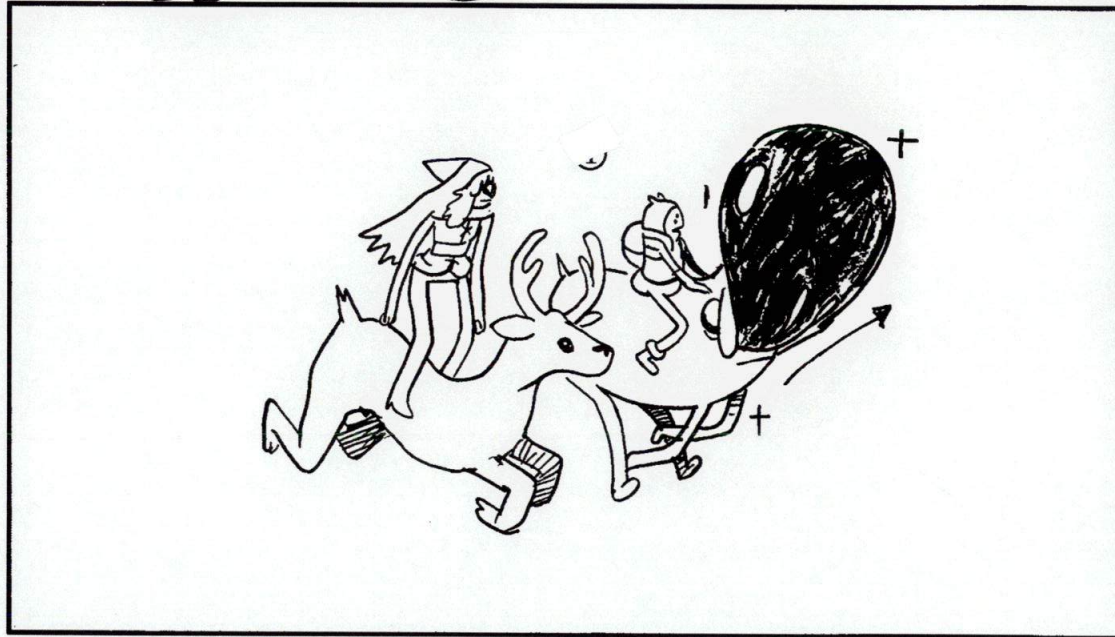
day night



Sc. **132 cont** Pnl. **B**

Bg.

day night



Dialog: MAGIC DOG,
HW/ WHAT DO YOU SMELL?

SFX: SNIFFING (LOW, MAYBE WET)

Action:

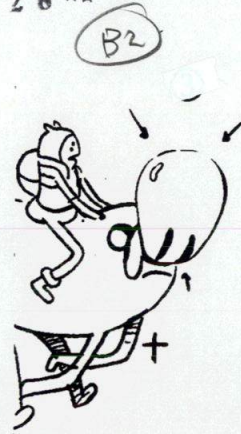
Timing:



FINN LEANS BACK.
JAKE SNIFFS ON (A) (B) 2X
WITH HUGE NOSE



AUG 28



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EPISODE #

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Production:

1034/231

ADVENTURE TIME



Page **161**

Sc. **132 cont Pnl. C**

Bg.

it

Sc. **132 cont Pnl. D**

Ba.

day night



Dialog:

J/Mostly Finn! But also some kind of giant wild pig!

F/ there!

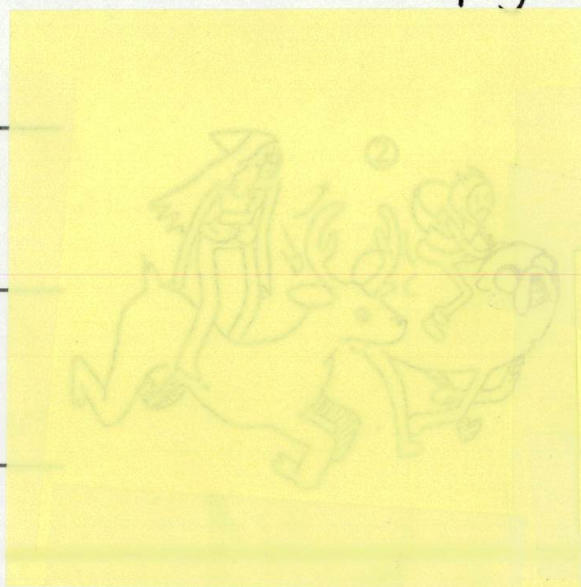
Action:

Hw reaches up

Timing:

Hw puts foot up on deer's head, pulls out arrows from quiver

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Production:

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ADVENTURE TIME

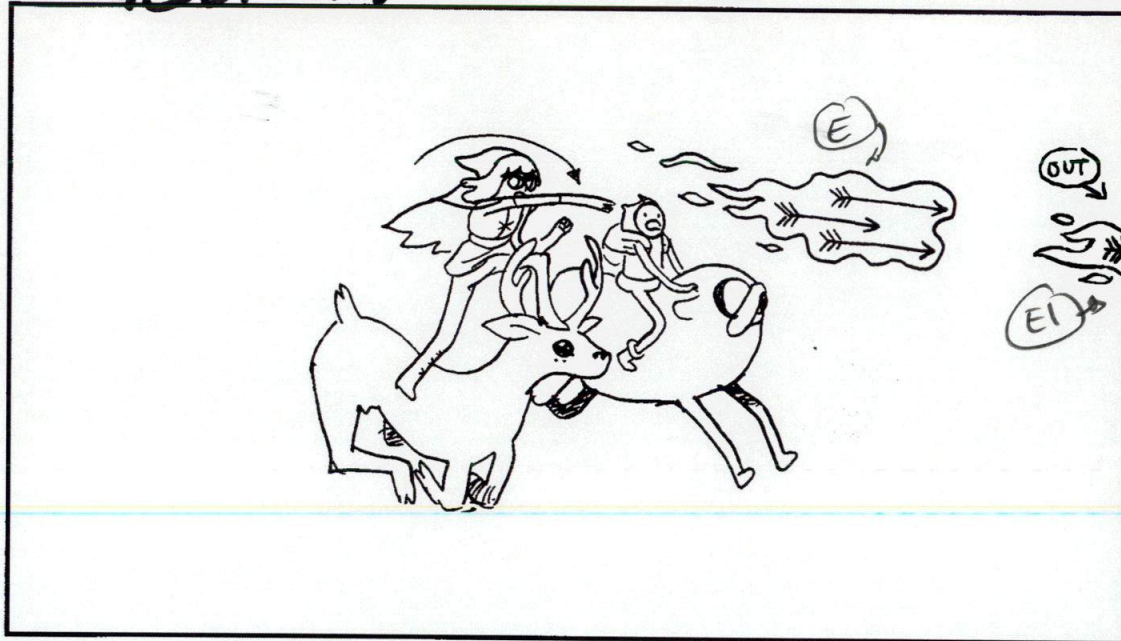


Page **162**

Sc. **132 cont Pnl. E**

Bg.

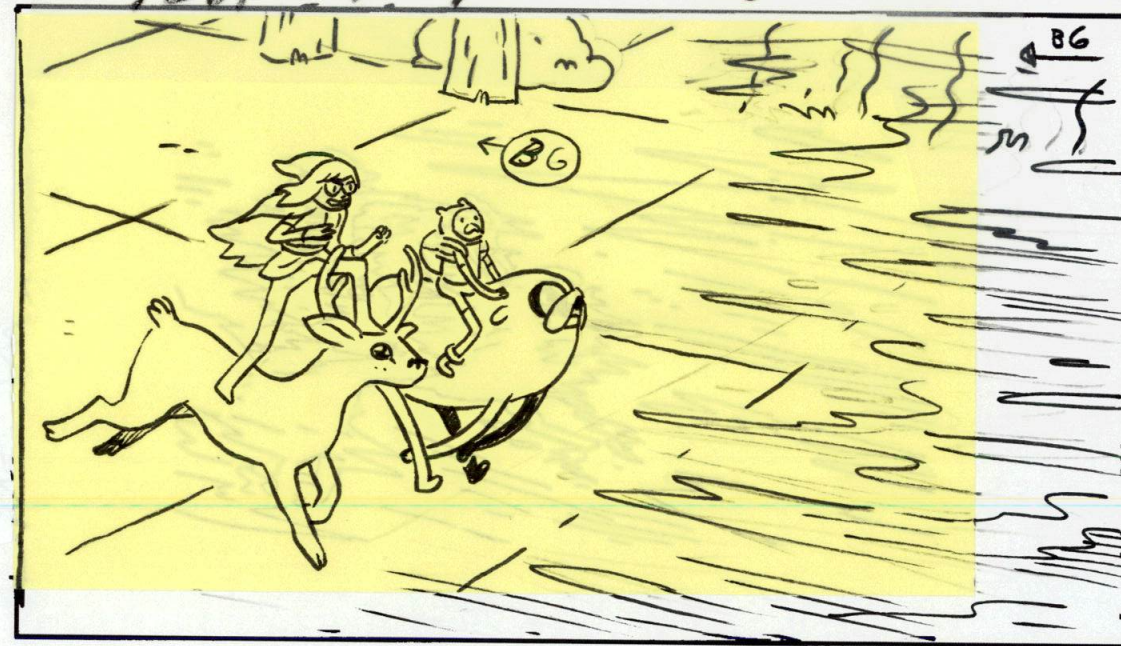
day night



Sc. **132 cont Pnl. F**

Bg.

day night



Dialog:

SFX:
WHOOOSH

Action:

fin throws arrows

WHIP PAN

AUG 28 2015

Timing:

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Production:

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ADVENTURE TIME

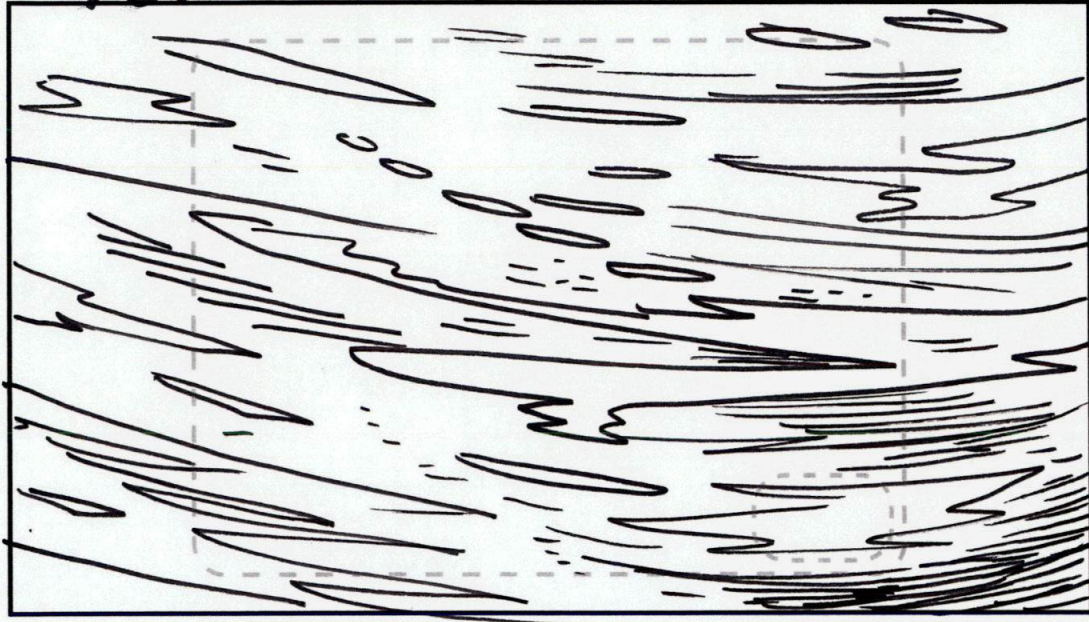


Page 163

Sc. 132 cont Pnl. 69

Bg.

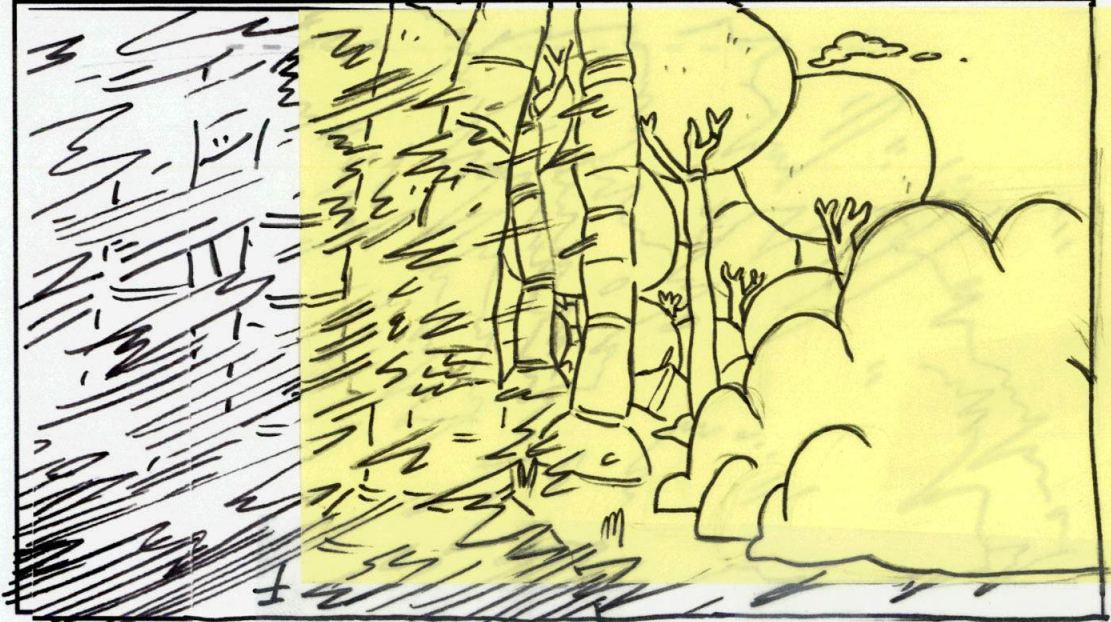
day night



Sc. 132 cont Pnl. A

Bg.

day night



Dialog:

SFX : WOOOHHHH

Action:

WHIP PAN TO A GIANT CLOUD

AUG 28 2015

Timing:

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Production:

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ADVENTURE TIME



Page 164

Sc. 132 cont Pnl. 1

Bg.

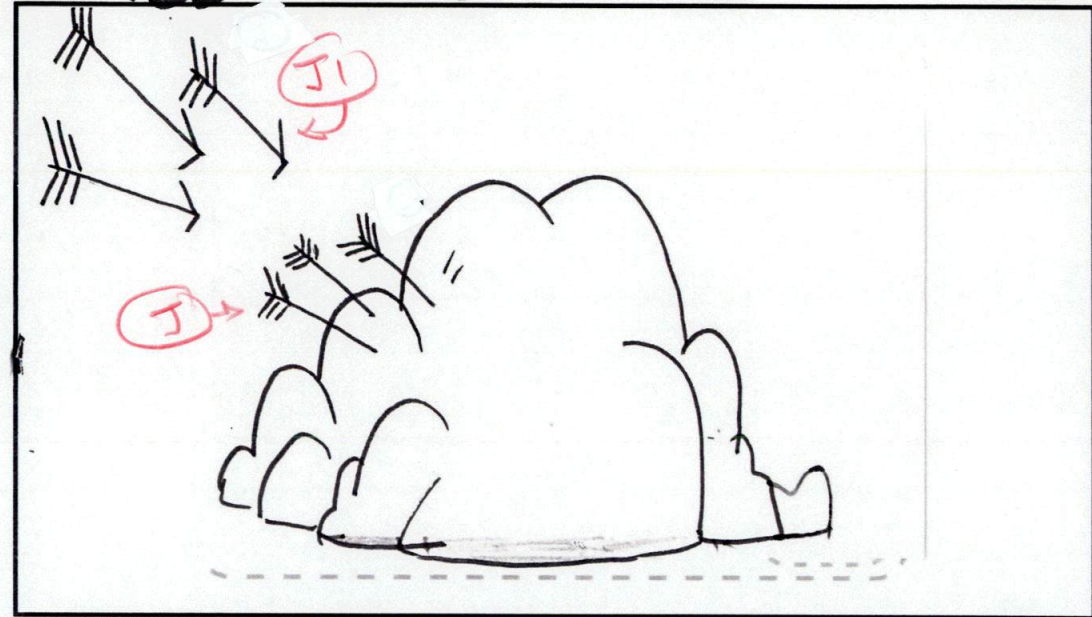
day night



Sc. 132 cont Pnl. J

Bg.

day night



Dialog:

BG: 3093s074_134

SFX: THOK!
THOK! THOK!

Action:

-- ARROWS FLY IN AND STICK INTO BOAR

AUG 28 2015

Timing:

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Production:

1034/231

ADVENTURE TIME

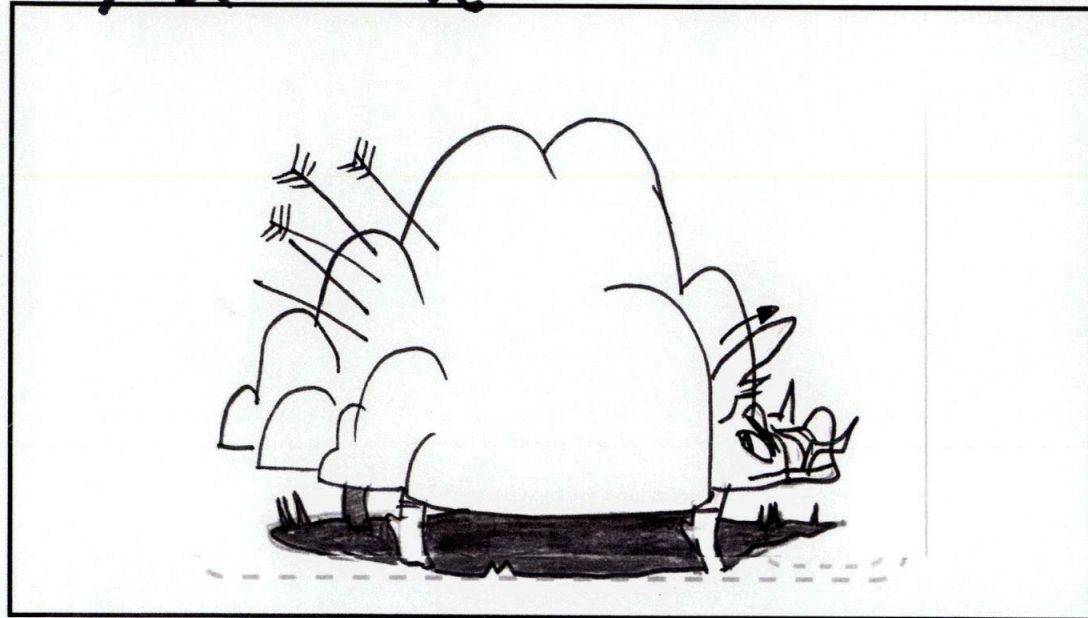


Page **165**

Sc. **132 cont Pnl. K**

Bg.

day night



Sc. **132 cont Pnl. L**

Bg.

day night



Dialog:

THUNDER BOAR : [SNORT]

Action:

BOAR STANDS, EARS COME OUT, EYES OPEN

URNS TOWARD HW + F + J

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Timing:

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Production:

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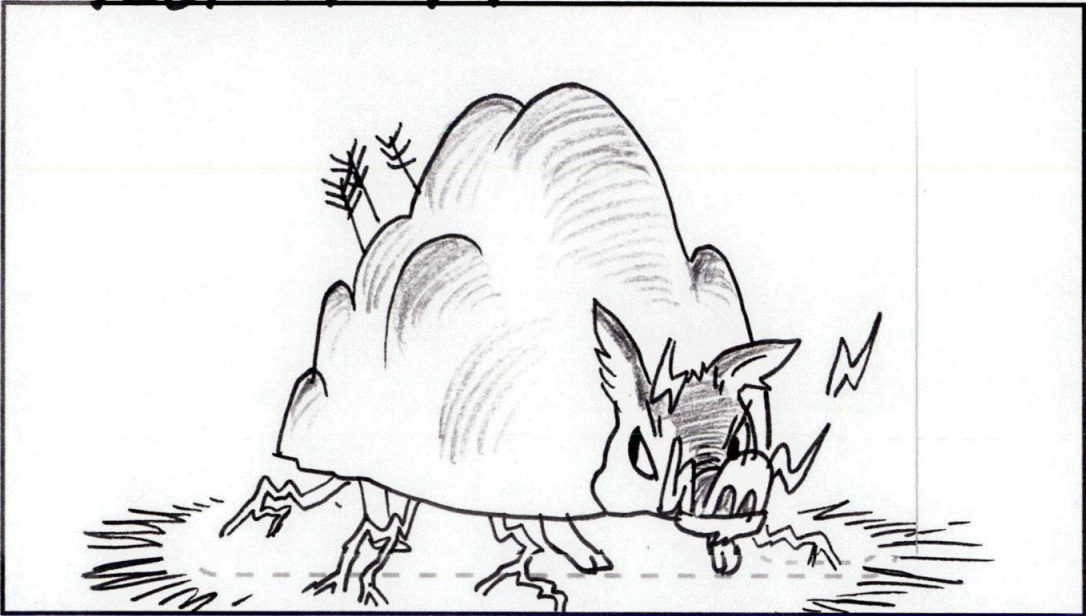
ADVENTURE TIME



Sc. 132 cont Pnl. M

Bg.

day night



Sc. 132 cont Pnl. N

Bg.

day night



Dialog:

SFX: BOOM! RUMBLE!

Action:

TURNS AND RUNS OFF INTO DISTANCE

AUG 28 2015

Timing:

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Production:

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ADVENTURE TIME



Sc.

132 cont. Pnl. 0'

Bg.

day night

Sc.

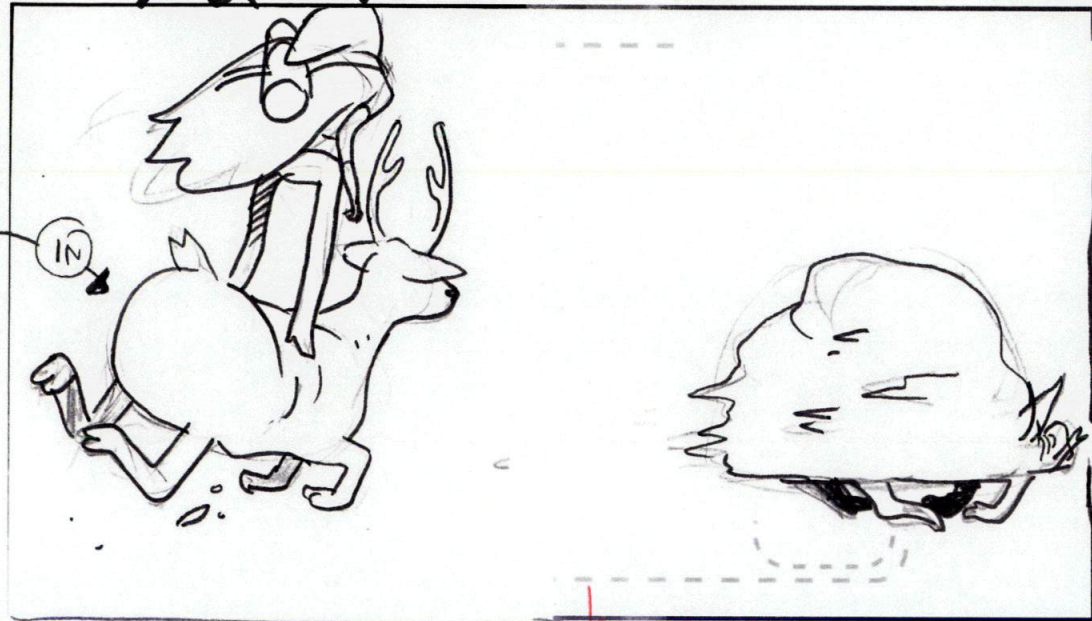
132 cont. Pnl. 1

Bg.

Page

day night

167
167A NEXT



Dialog:

Action:

HW RIDES INTO FRAME

- FINN + HW BOTH PURSUE BOAR

AUG 28 2015

Timing:

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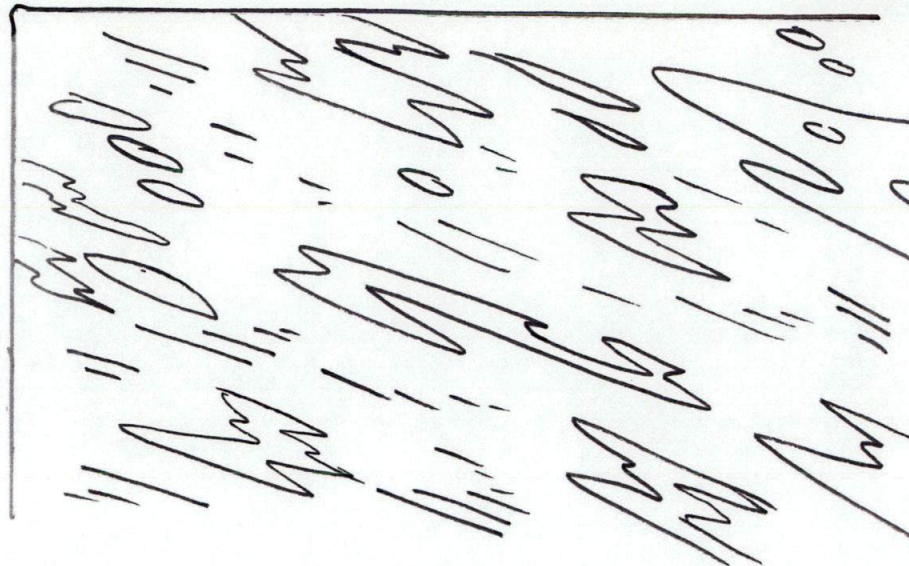
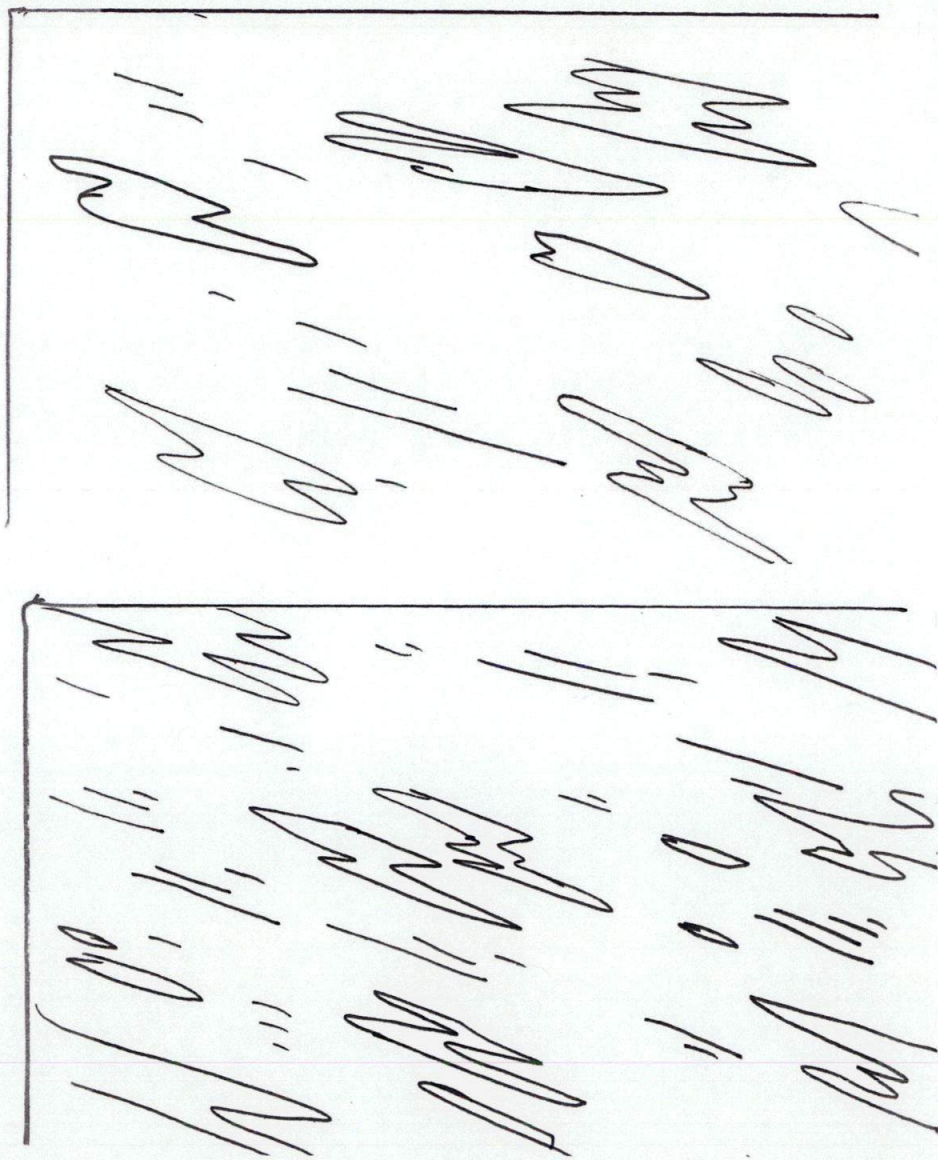
1034/231

Production:

1034/231

ADDL. STREAKING FOR FOREST BG, SC. 132 REF.

Sc. 167a
168NEXT



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1034/231

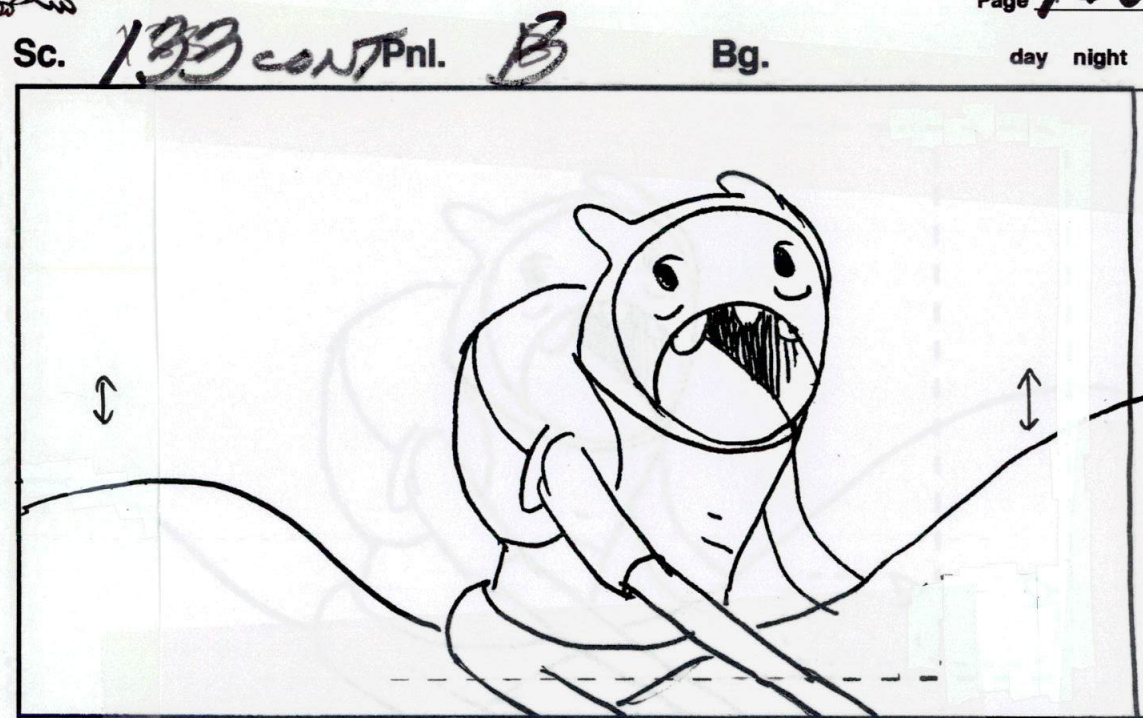
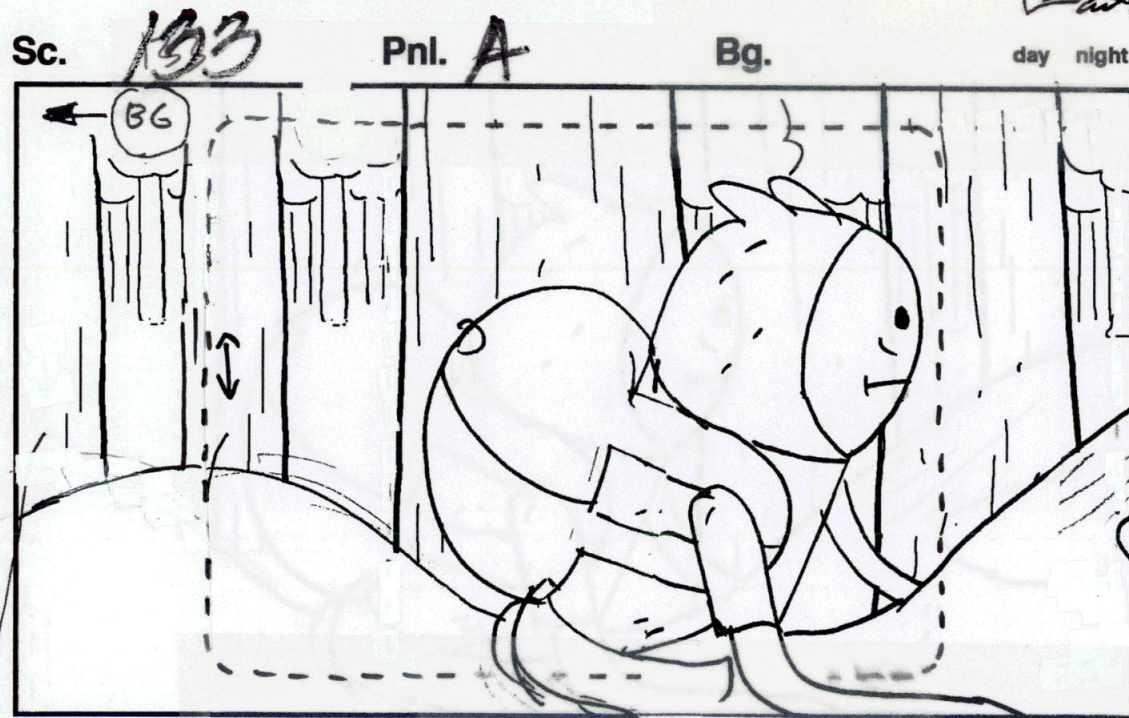
1034/231

1034/231

ADVENTURE TIME



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Dialog:

E/JAKE'S JOKING! I SMELL FINE!

Action:

BG: Looping pan of B021s009_162

AUG 28 2011

Timing:

EPISODE # 1034-231

1034/231

Production:

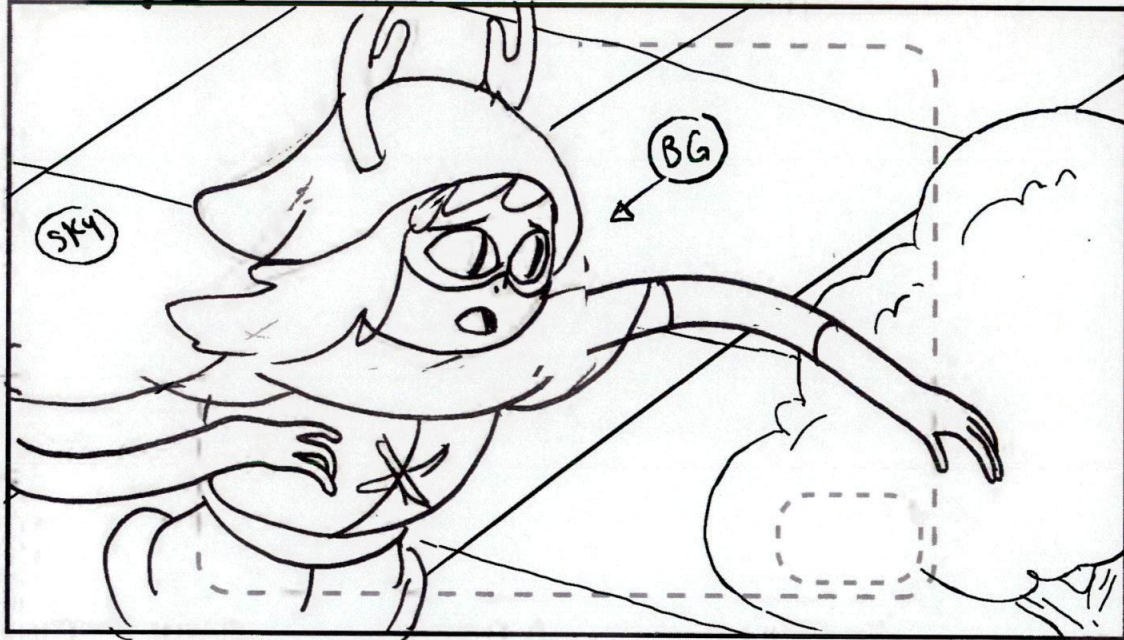
1034/231

1034/231

ADVENTURE TIME



Sc. **134** Pnl. **A** Bg. day night



Sc. **134 cont** Pnl. **B** Bg. day night



HW/ What?

HW: Focus on that prey dude..

Action:

Timing:

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EPISODE # 1034-231

1034/231

Production:

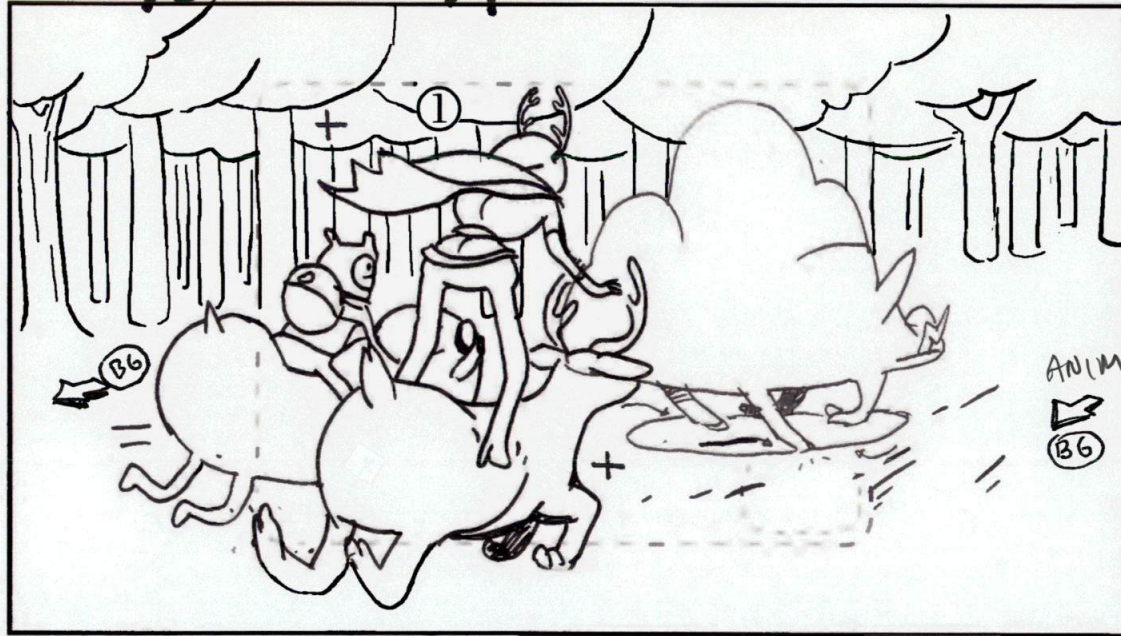
1034/231

ADVENTURE TIME

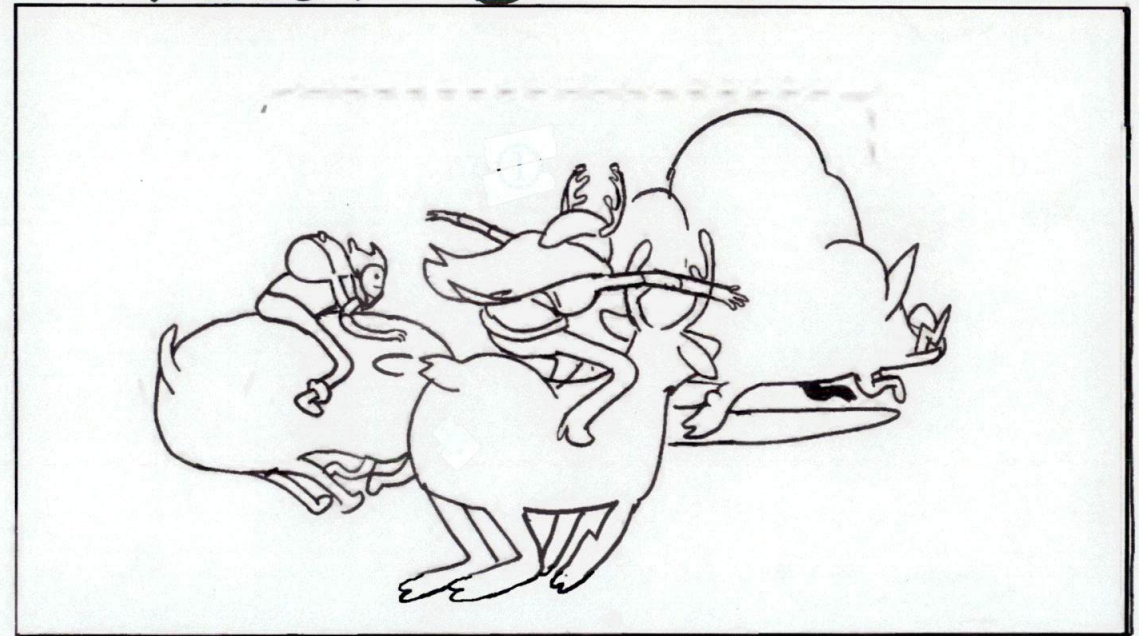


Page **170**

Sc. **135** Pnl. **A** Bg. day night



Sc. **135 CONT** Pnl. **B** Bg. day night



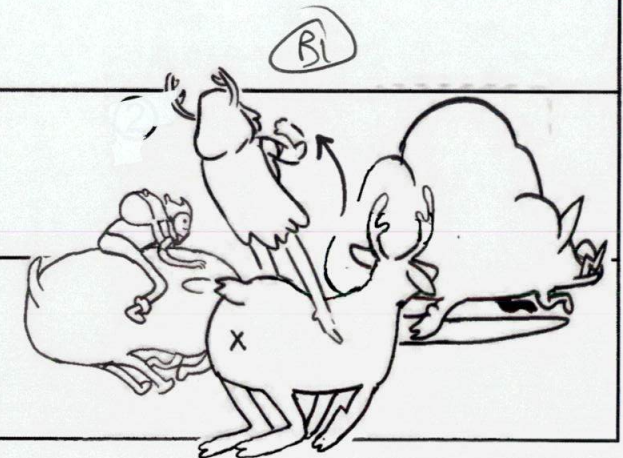
Dialog:

AUG 8 2015

Action:
HW, FINN, BOAR ALL RUN
(SEE NEXT PAGE)

Timing:

HW GAINS ON



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1034-231

LEISURE #

1034/231

Production:

1034/231

day/night

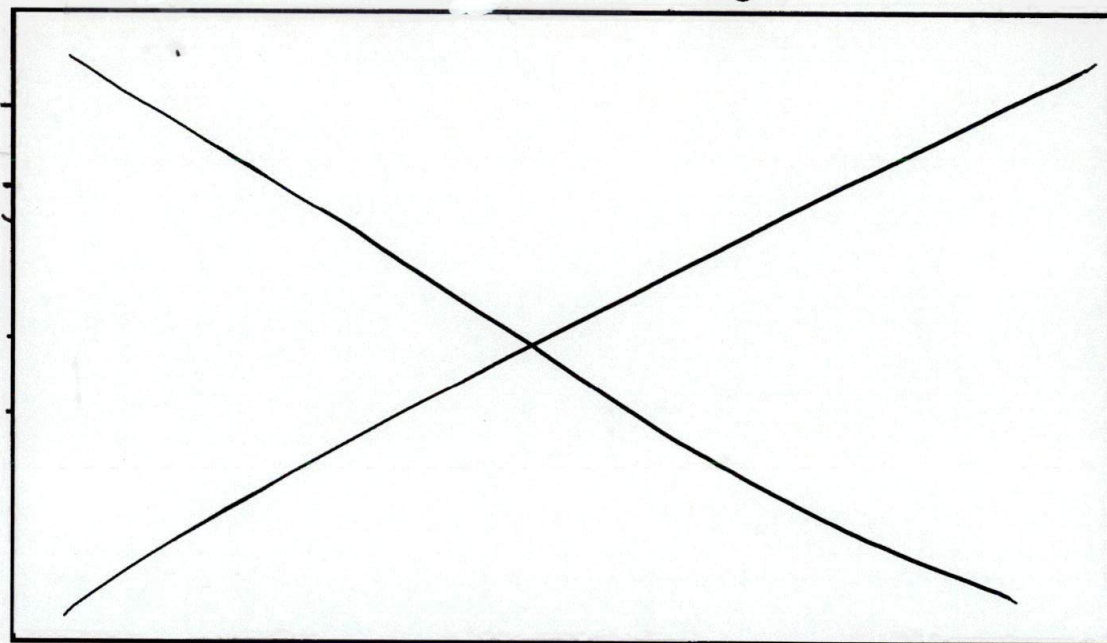
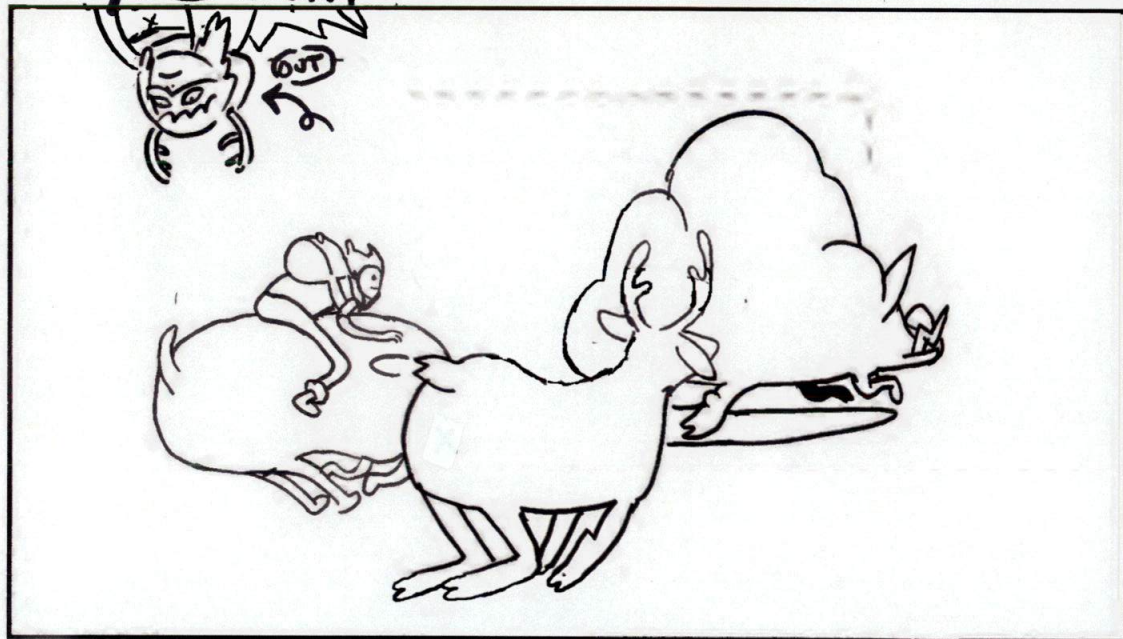
171
171A NEXT

135 CONT Pnl. C

c

day night

Bg.

**Timing:**

AUG 28 2015

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Production:

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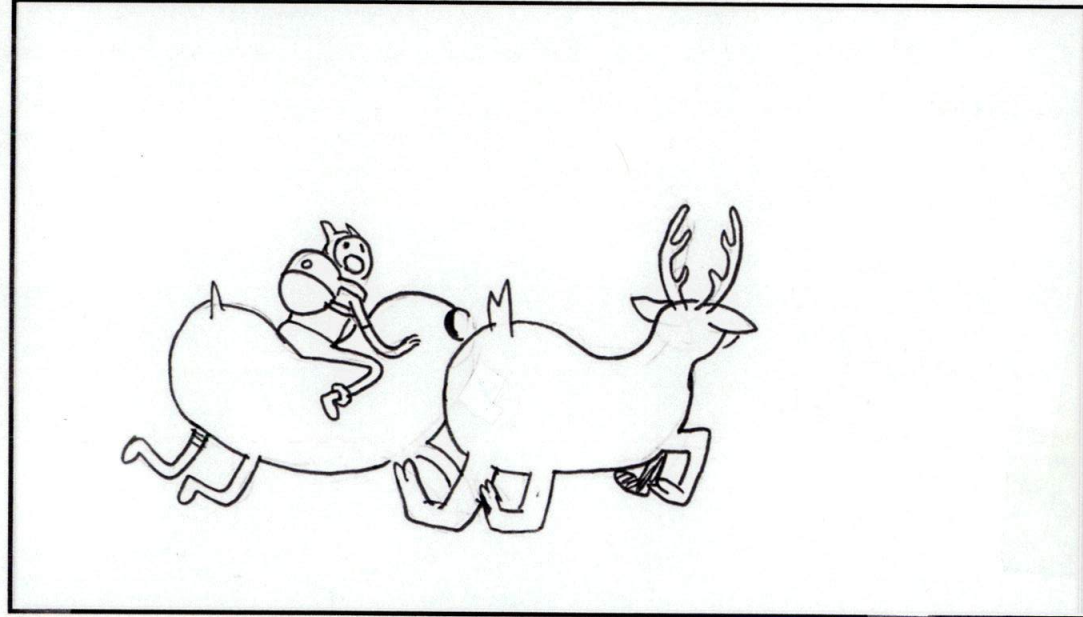
ADVENTURE TIME



Sc. **135 CONT** Pnl. **D**

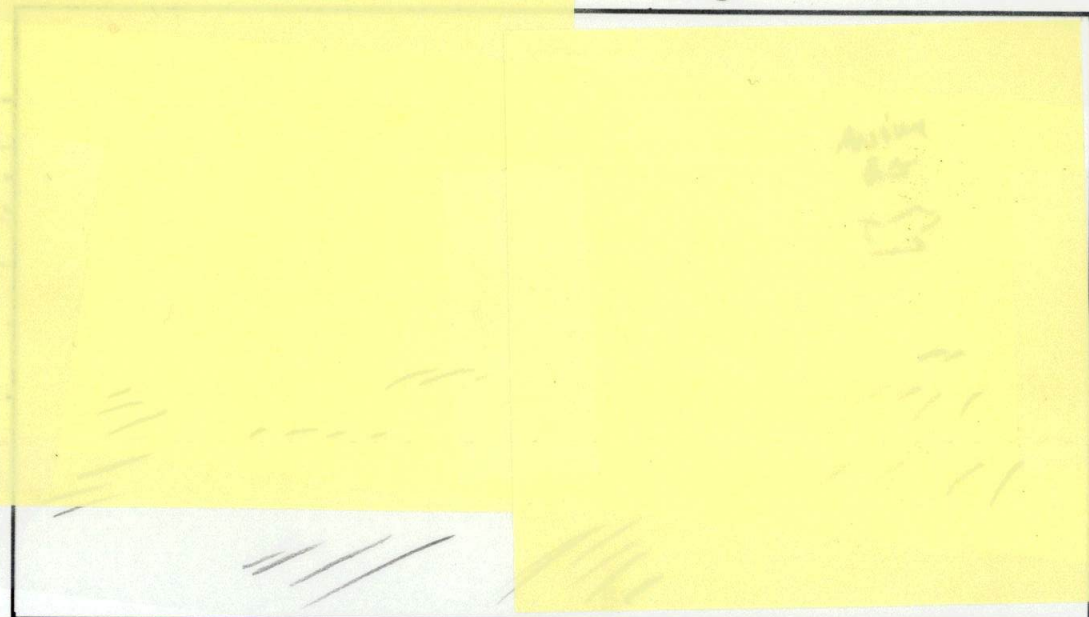
Bg.

day night



Sc. **136** Pnl. **A**

Bg.



Page **171A**
day night **171B NEXT**

Dialog:

Action:

Timing:

AUG 9, 8:25

1034-231

EPISODE #

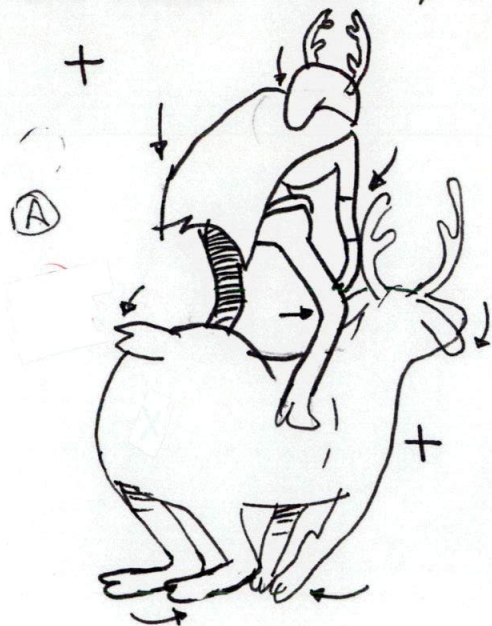
1034/231

Production:

1034/231

REFERENCE RUN POSES FOR F, HW, BOAR

Pg171B
171C NEXT



- Deer bounces up
- Cape, hood, arms, tail, ears bounce down
- HW's knees bend out



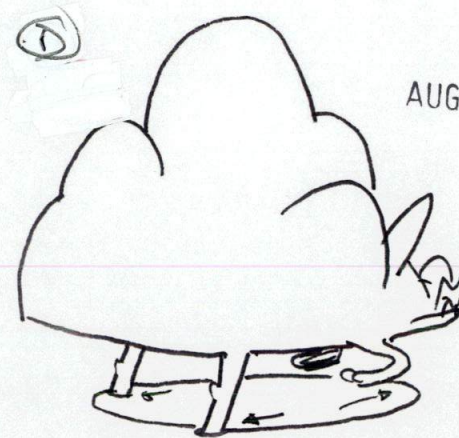
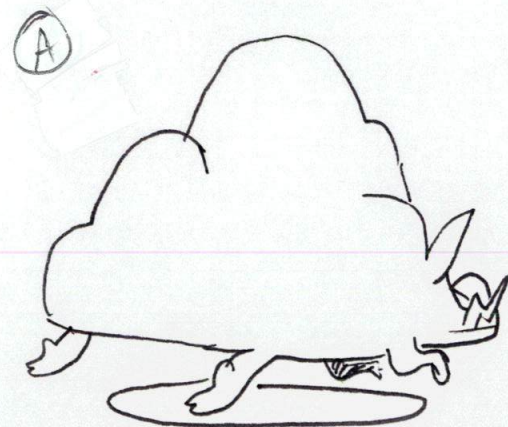
- Deer bounces down
- Cape, hood, arms, tail, ears bounce up
- HW knees bend in
- Back hooves make contact



A B C D



- Front hooves make contact



AUG 28 2015

BOAR
A B
C D

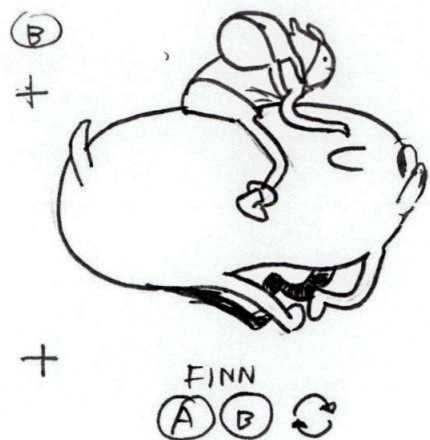
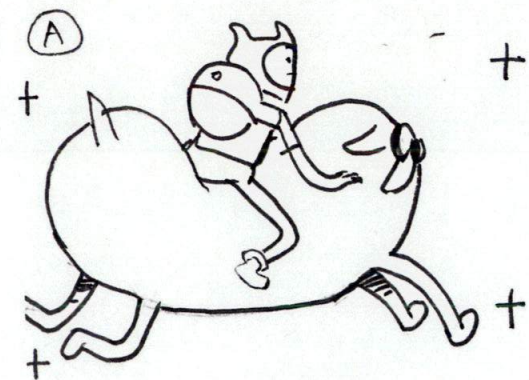
1034/231

1034-231

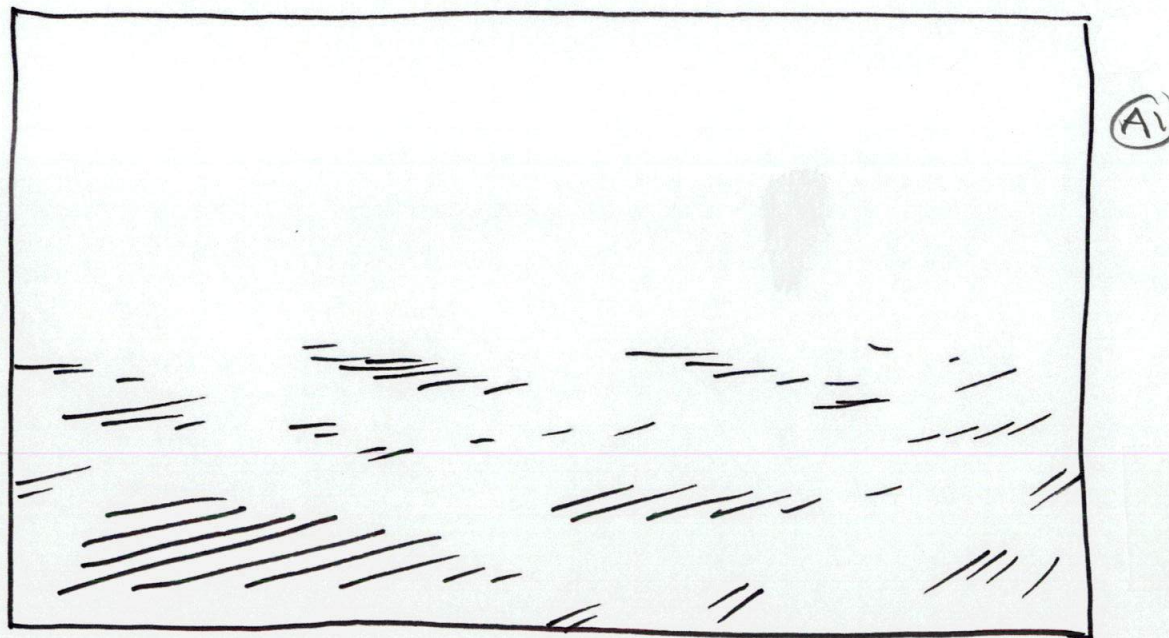
1034/231

1034/231

1034/231



FIELD STREAKING



Pg171C
171D NEXT

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AUG 28 2015

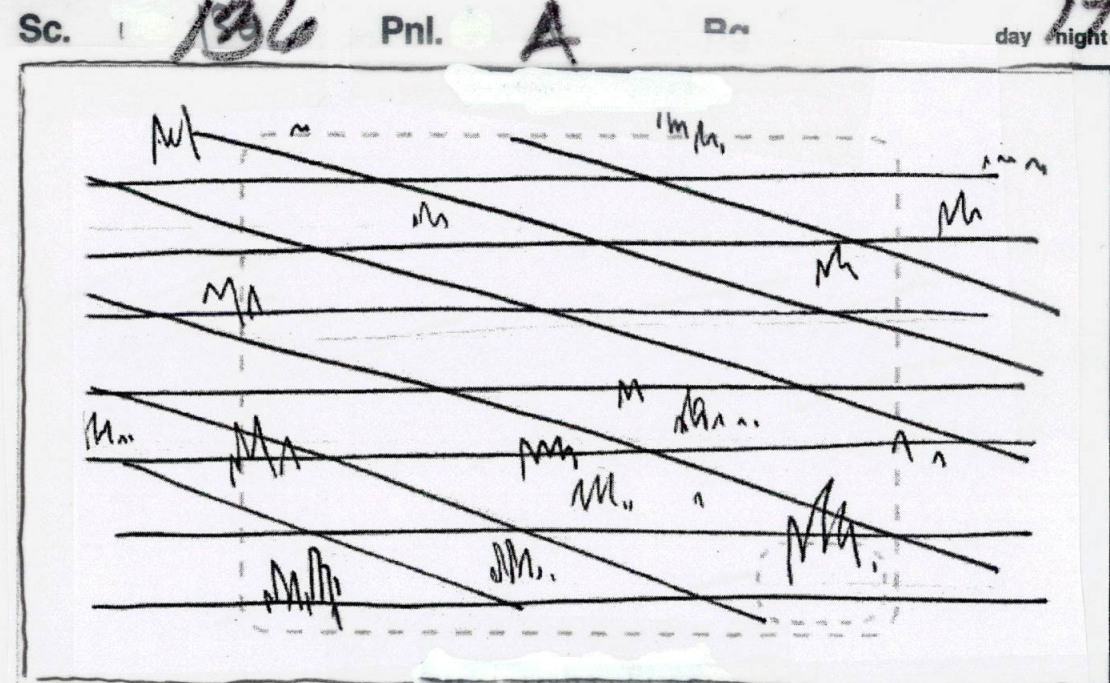
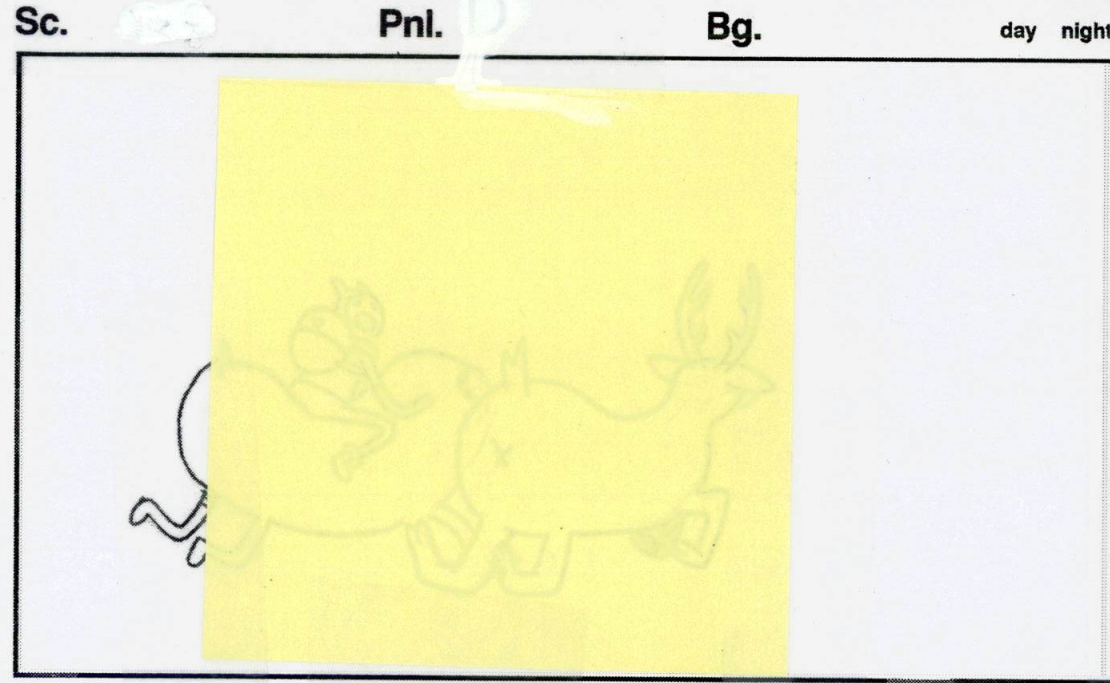
"... AS A ...
... I THOUGHT ...

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ADVENTURE TIME



Page 171 D
172 NEXT
day night



Dialog:

Action:

Timing:

AUG 28 2015

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Production:

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ADVENTURE TIME

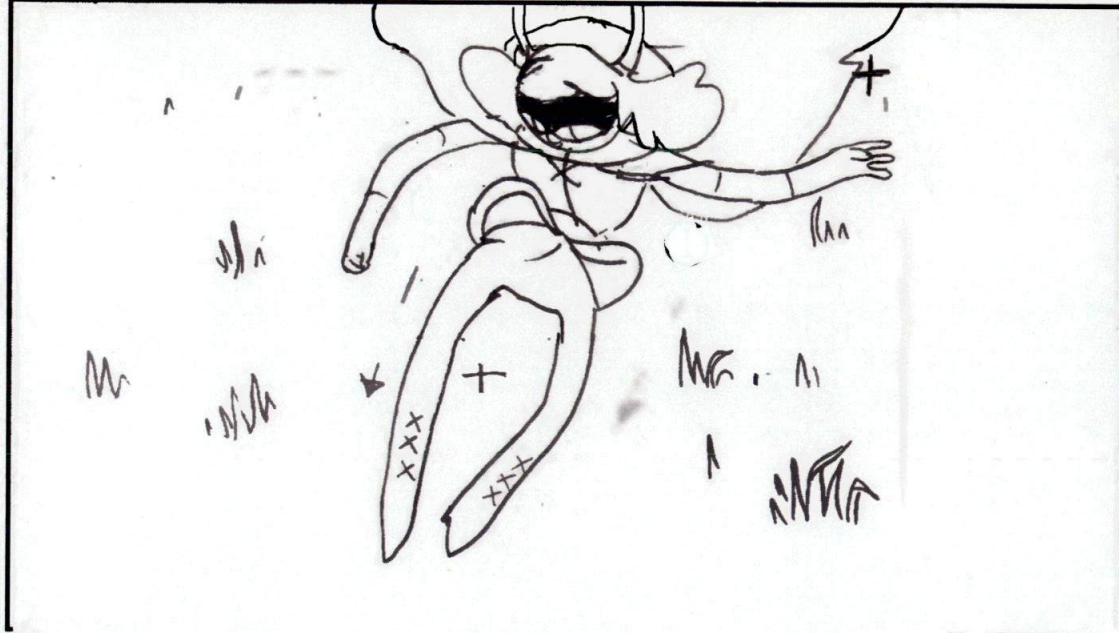


Page 172
day night

Sc. 136 cont Pnl. B

Bg.

day night



Sc. 136 cont Pnl. C

Bg.

day night



Dialog:

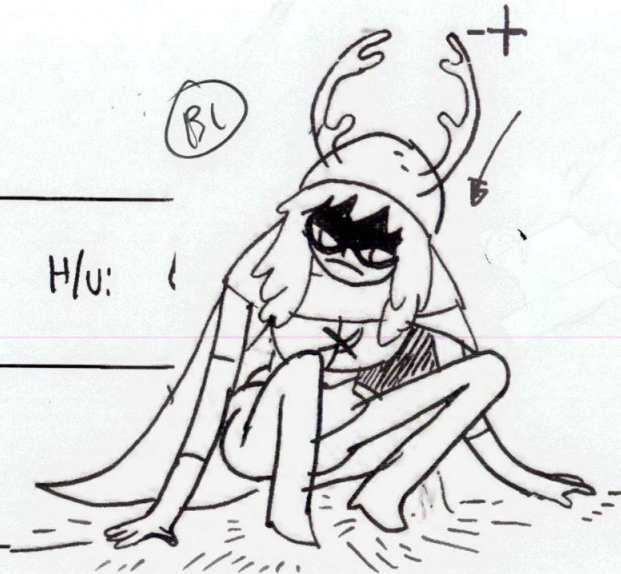
SFX: WHUMP

Action:

HW LANDS HARD IN GRASS

H/U:

Timing:



SFX: WOOSH

- HW CASTS SPELL INTO GRASS

AUG 28 2015

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



Sc. 136 cont. Pnl. D

Bg.

day night



Sc. 136 cont. Pnl. E

Bg.

day night



Dialog:

HW: [STRAIN]

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

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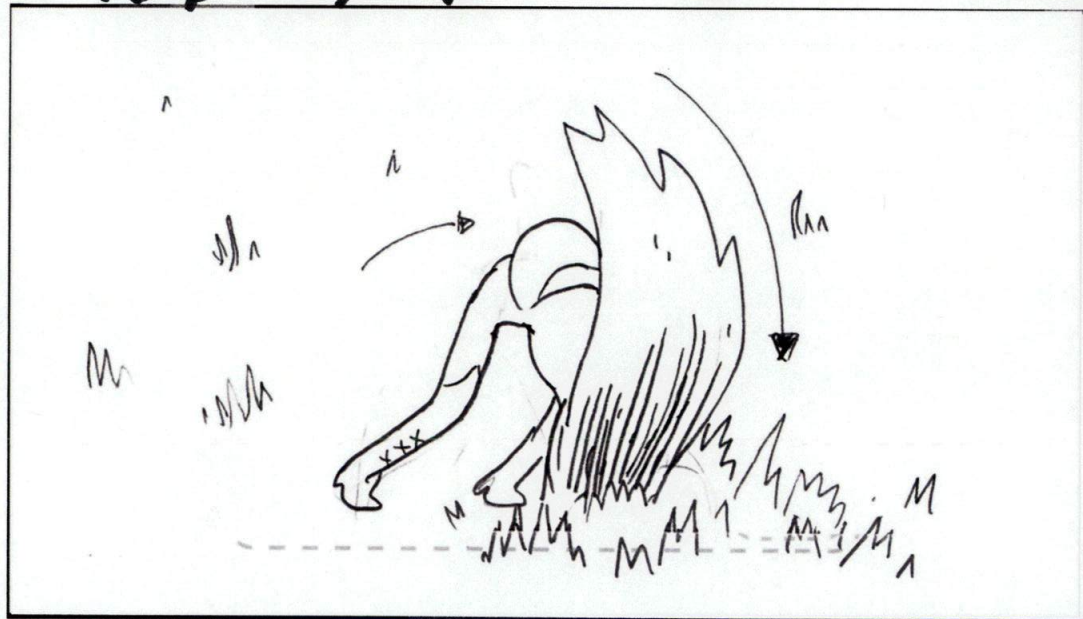
ADVENTURE TIME



Sc. **136 cont** Pnl. **F**

Bg.

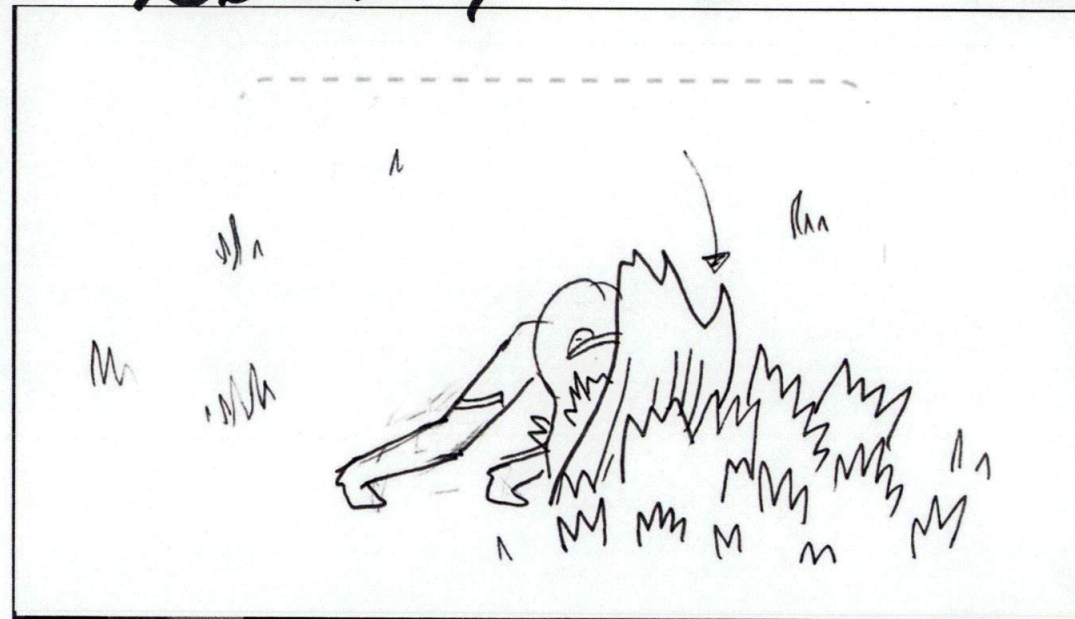
day night



Sc. **136 cont** Pnl. **G**

Bg.

day night



Dialog:

SFX: * SHYUUUUU *

Action:

-FW MERGES INTO GRASS

AUG 28 2015

Timing:

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1034/231

Production:

1034/231

ADVENTURE TIME

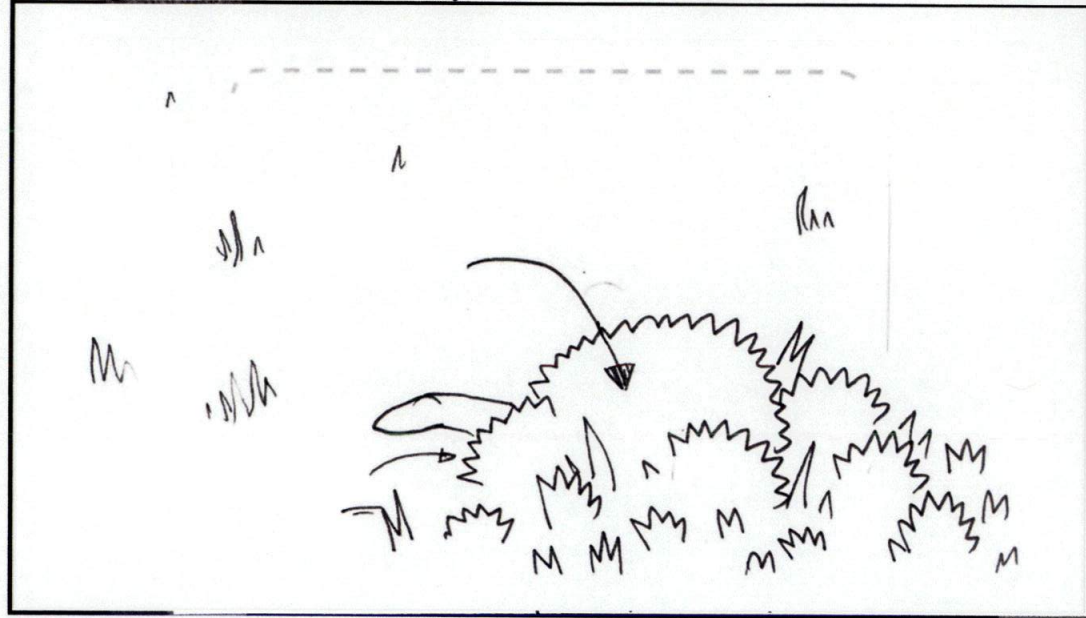


Page **175**
day night

Sc. **136 cont Pnl. H**

Bg.

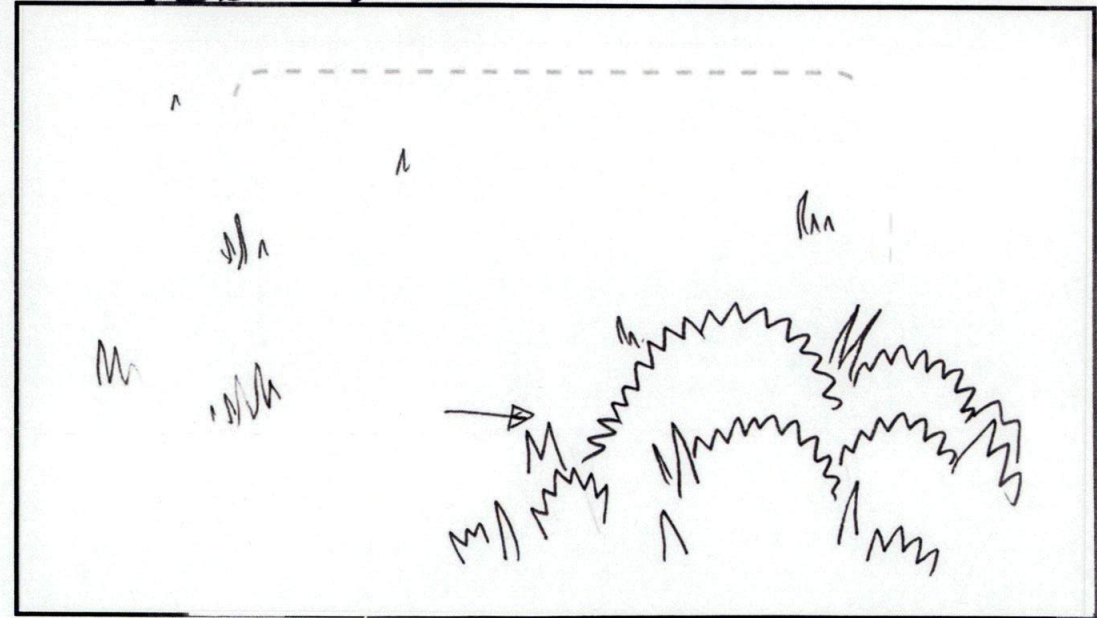
day night



Sc. **136 cont Pnl. I**

Bg.

day night



Dialog:

Action:

— GRASS LUMP MOVES RIGHT

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

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1034/231

1034/231

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ADVENTURE TIME

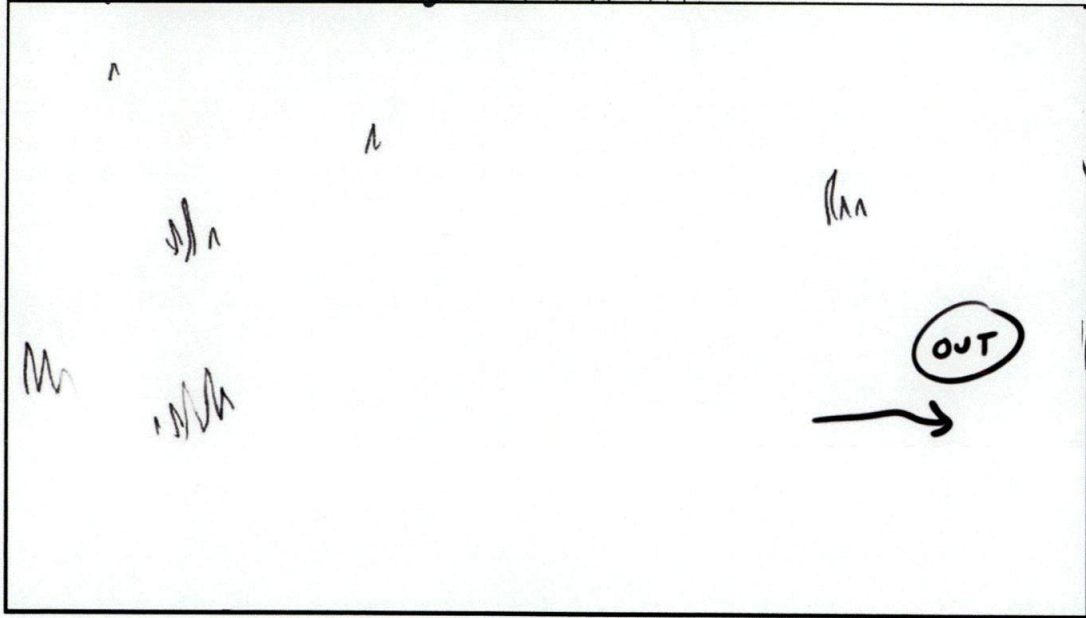


Sc.

136 cont Pnl J

Bg.

day night



Sc.

136A

Pnl.

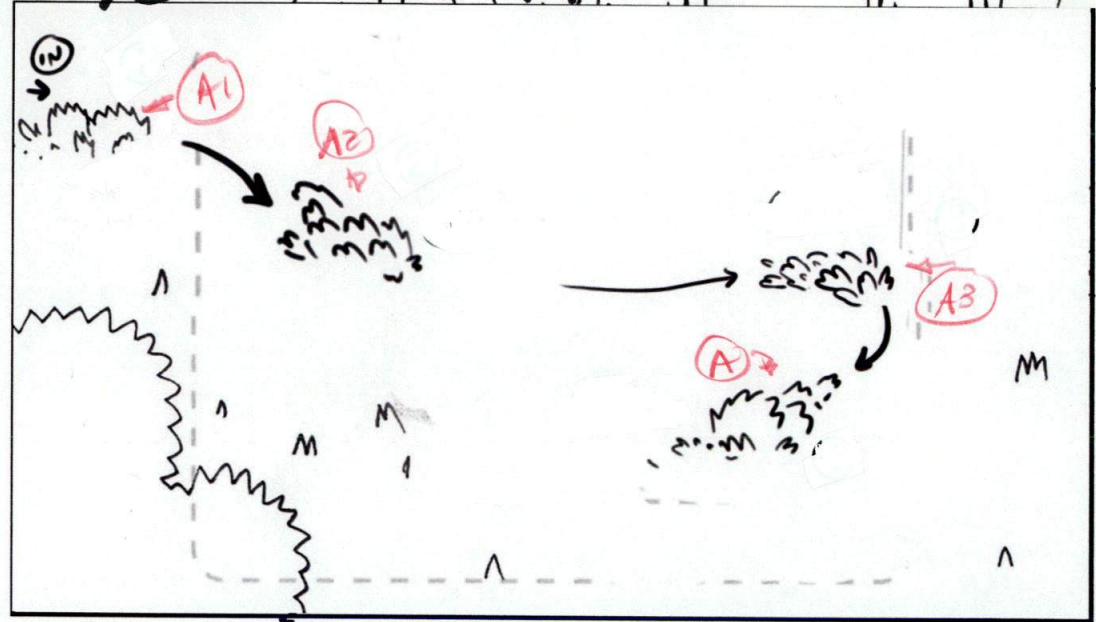
A

Bg.

day night

Page

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Dialog:

Action:

Timing:

AUG 28 2015

Production:

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1034/231

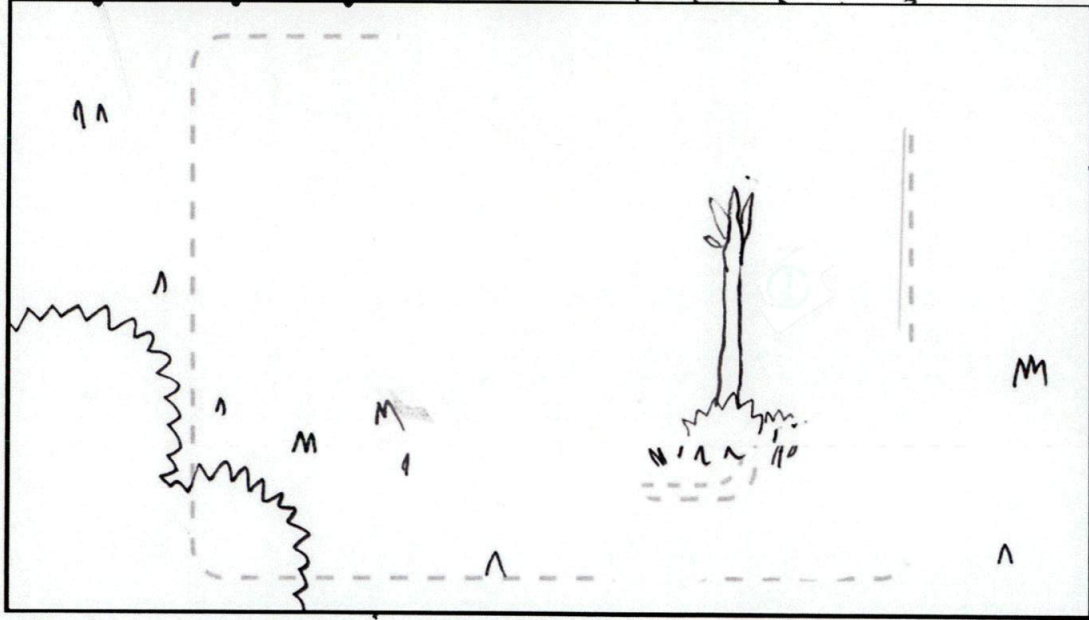
ADVENTURE TIME



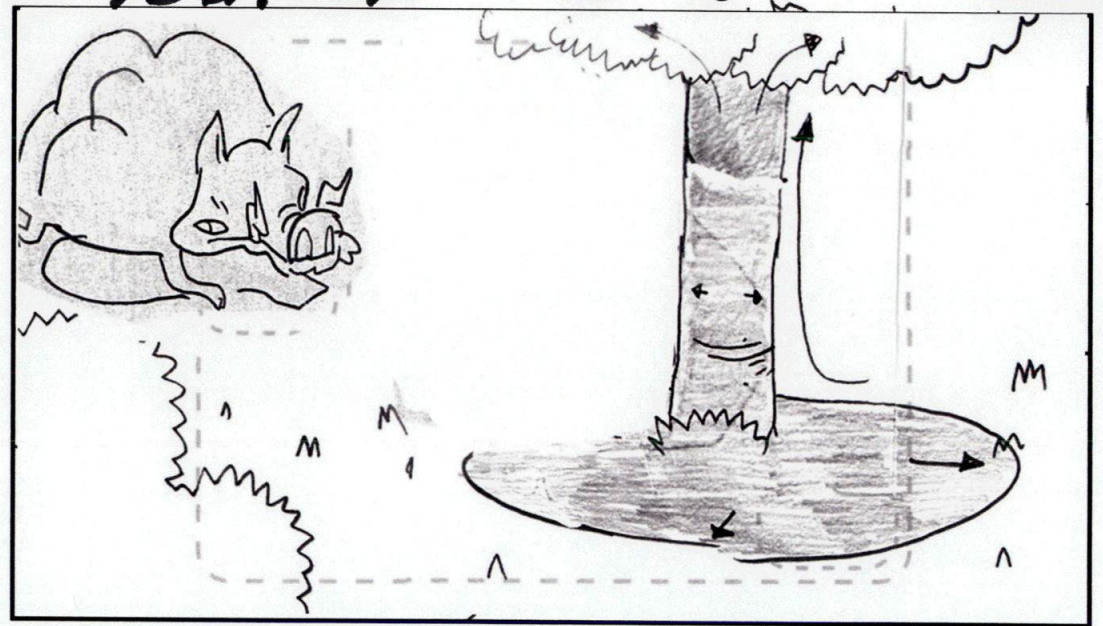
Next Pg 179

Page 177
day high night 178

Sc. 136A cont nl. B Bg. day night



Sc. 136A cont nl. C Bg. day night



Dialog:

Action:

Timing:



AUG 8 2015

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EPISODE #

1034/231

Production:

1034/231

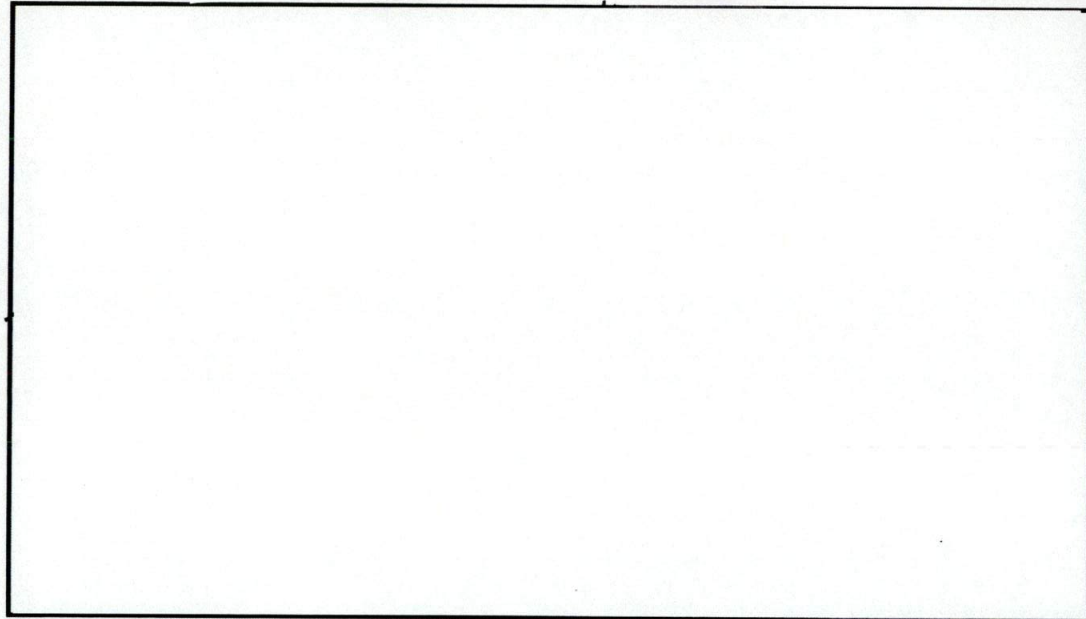
ADVENTURE TIME



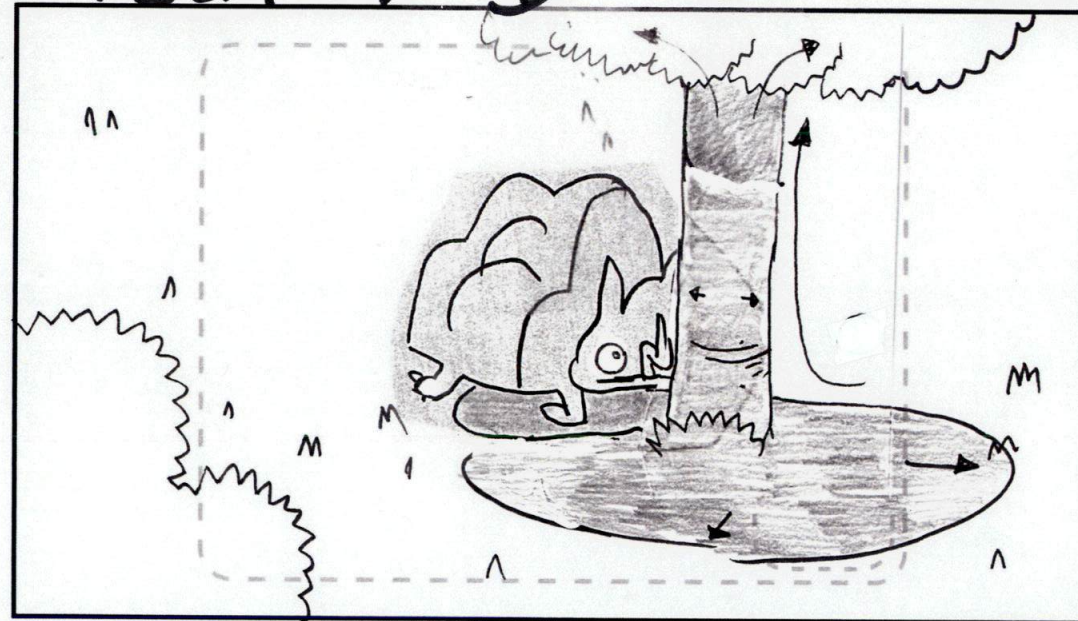
Prev Pg 177

Page **179**

Sc. Pnl. Bg. day night



Sc. **136A cont. D** Bg. day night



Dialog:

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

1034/231

Production:

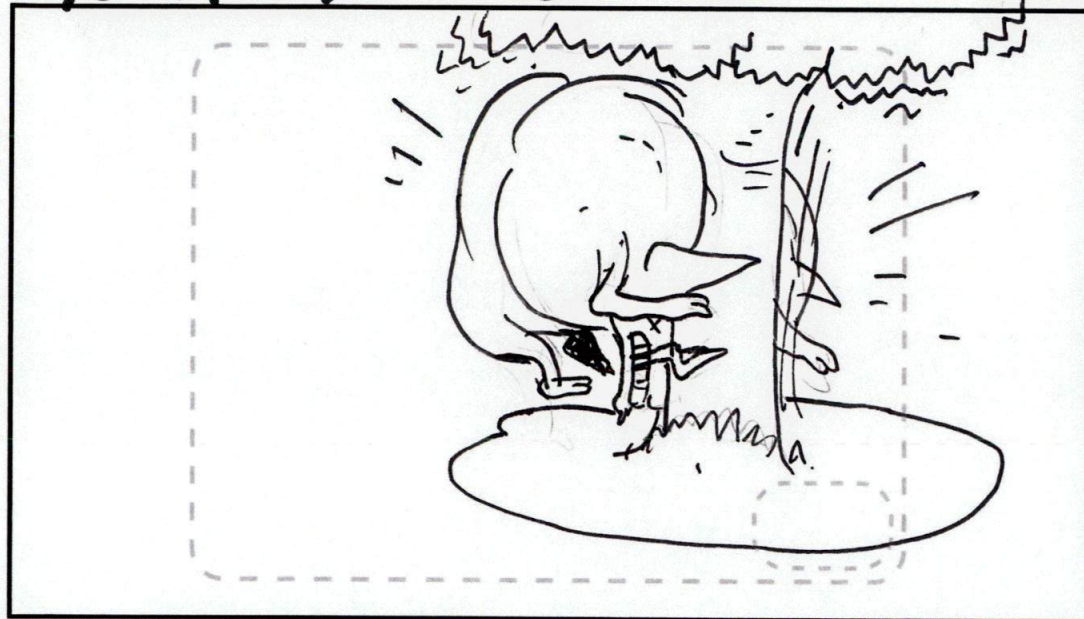
1034/231

ADVENTURE TIME

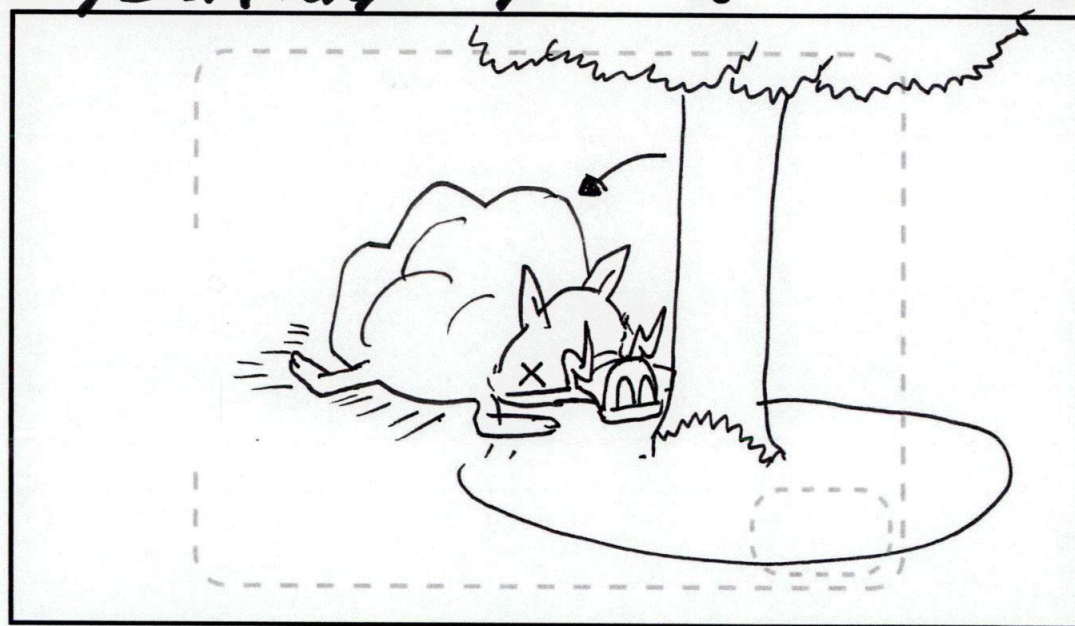


Page **180**

Sc. **136A cont** Pnl. **E** Bg. day night



Sc. **136A cont.** Pnl. **F** Bg. day night



Dialog:

SFX/ SMASH

BOAR : [IMPACT]

SFX/ WHUMP

Action:

BOAR HITS TREE —
TREE SHAKES

FALLS OVER IN PLACE, UNCONSCIOUS.

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

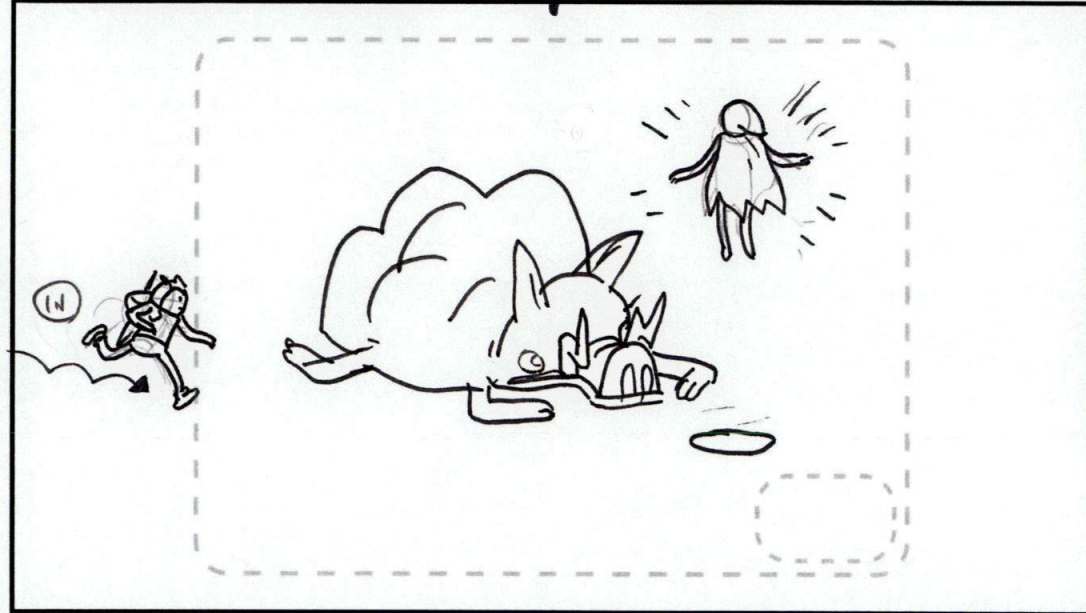
1034/231

ADVENTURE TIME



Page **181**

Sc. **136A cont.** **G** Bg. day night



Sc. **136A cont.** **H** Bg. day night



Dialog:

Action:

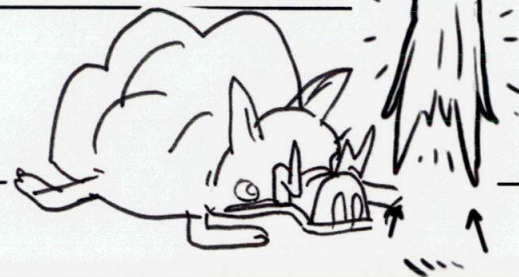
HW TURNS BACK INTO HUMAN FORM
- FINN RUNS IN

Timing:



-HW LANDS

AUG 28 2015



EPISODE # **1034-231**

Production:

1034/231

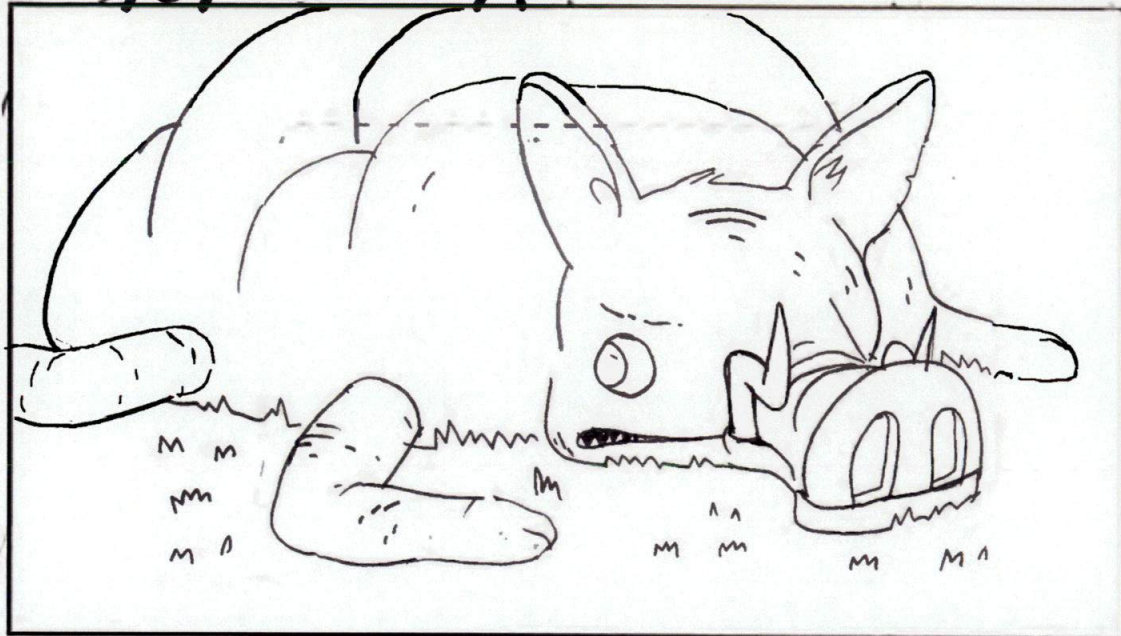
1034/231

ADVENTURE TIME

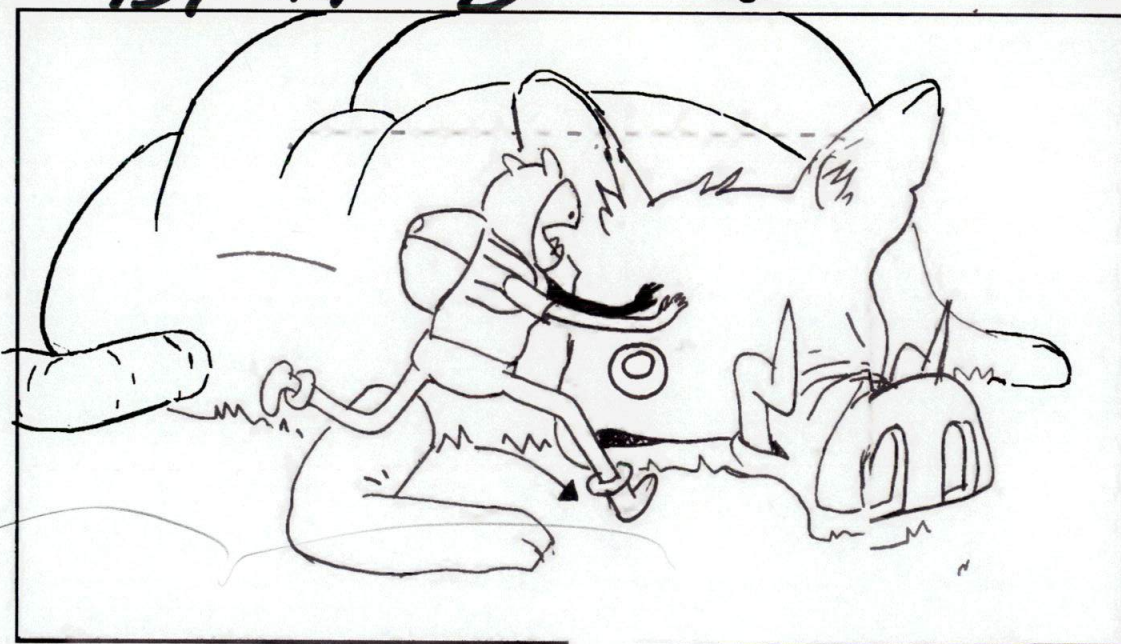


Page 102

Sc. 137 Pnl. A Bg. day night



Sc. 137 cont Pnl. B Bg. day night



Dialog:	SP
Action:	- F RUNS OVER
Timing:	AUG 28 2015

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EPISODE #

1034/231

Production:

1034/231

1034/231

1034/231

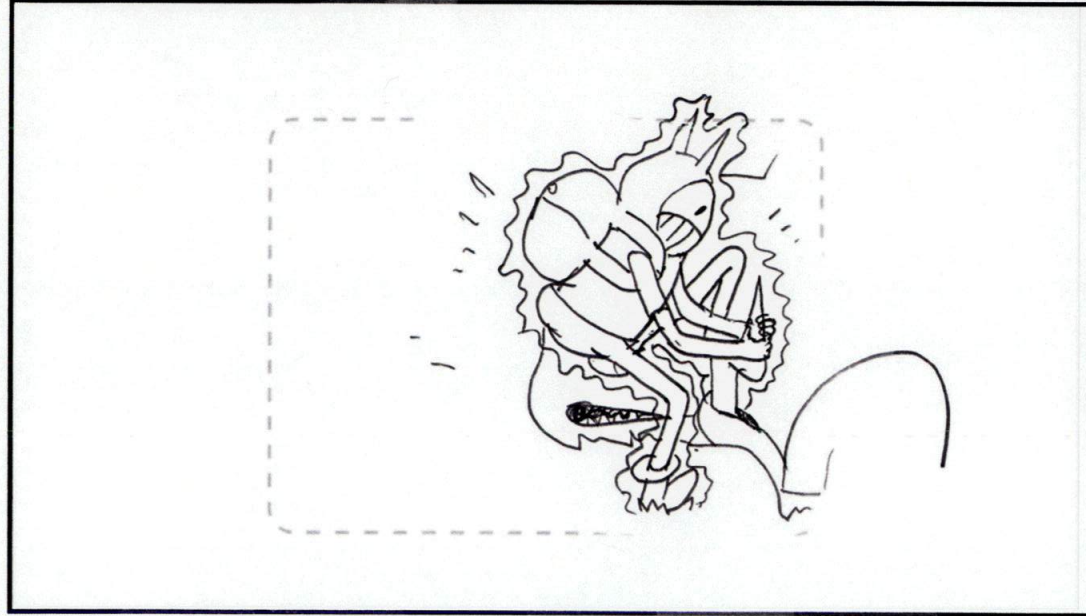
ADVENTURE TIME



Sc. 137 cont Pnl. C

Bg.

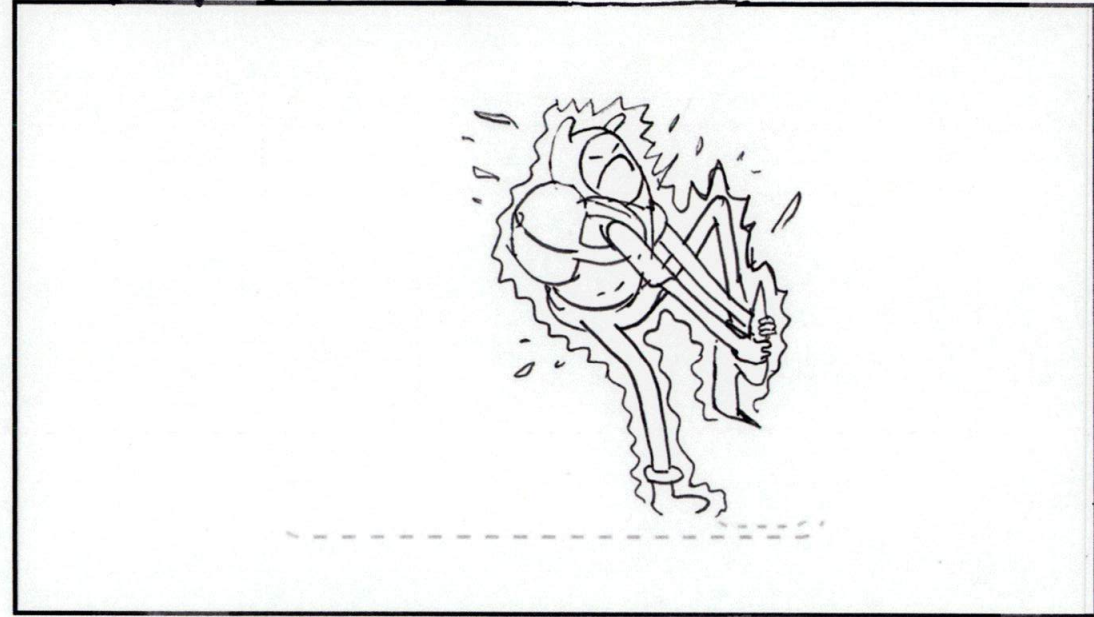
day night



Sc. 137 cont Pnl. D

Bg.

day night



Dialog:

SEX/ELECTRICITY →
F/EEEEEEEEEE →

F/MMMMM!!

Action:

GRABS TUSK, FINN RESISTS SHOCK.

PULLS BACK

Timing:

EPISODE # 1034-231

Production:

1034'231

1034/231

ADVENTURE TIME



Page **184**

Sc. **137 cont Pnl. E**

Bg.

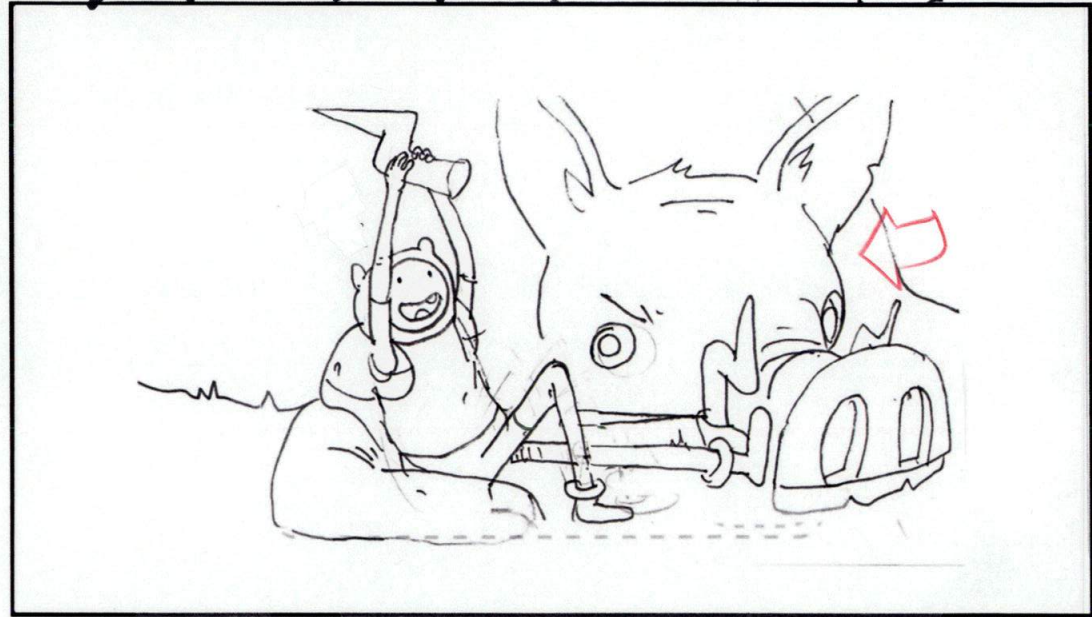
day night



Sc. **137 cont Pnl. F**

Bg.

day night



Dialog:

SFX / BZZT = WUNK

F/EEYYYY

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

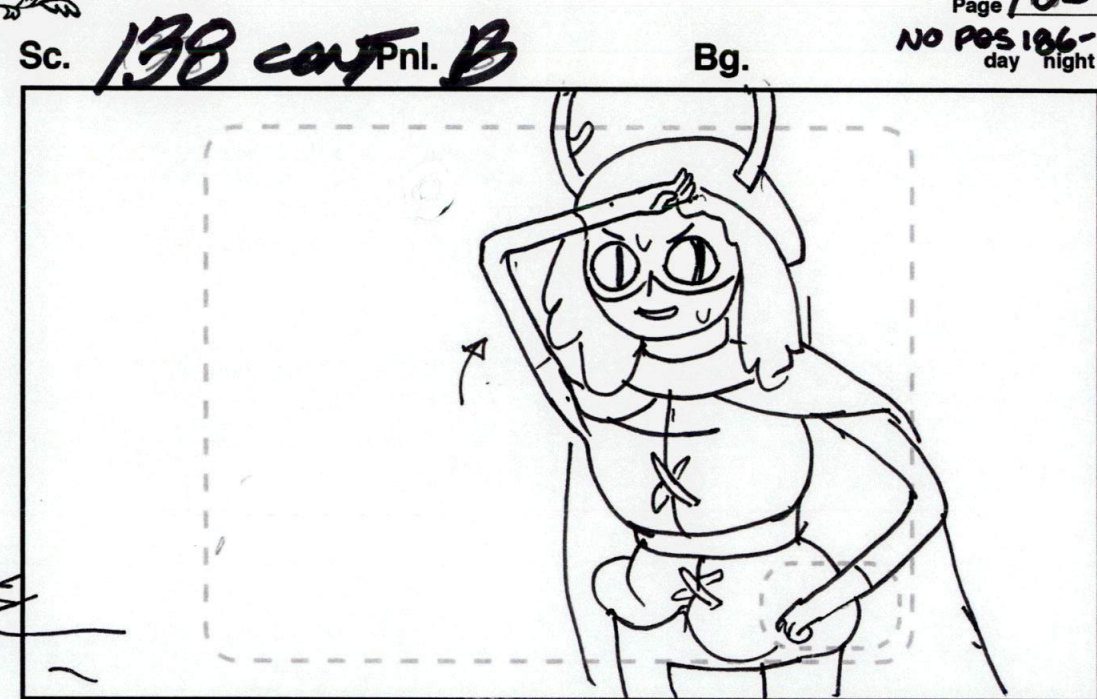
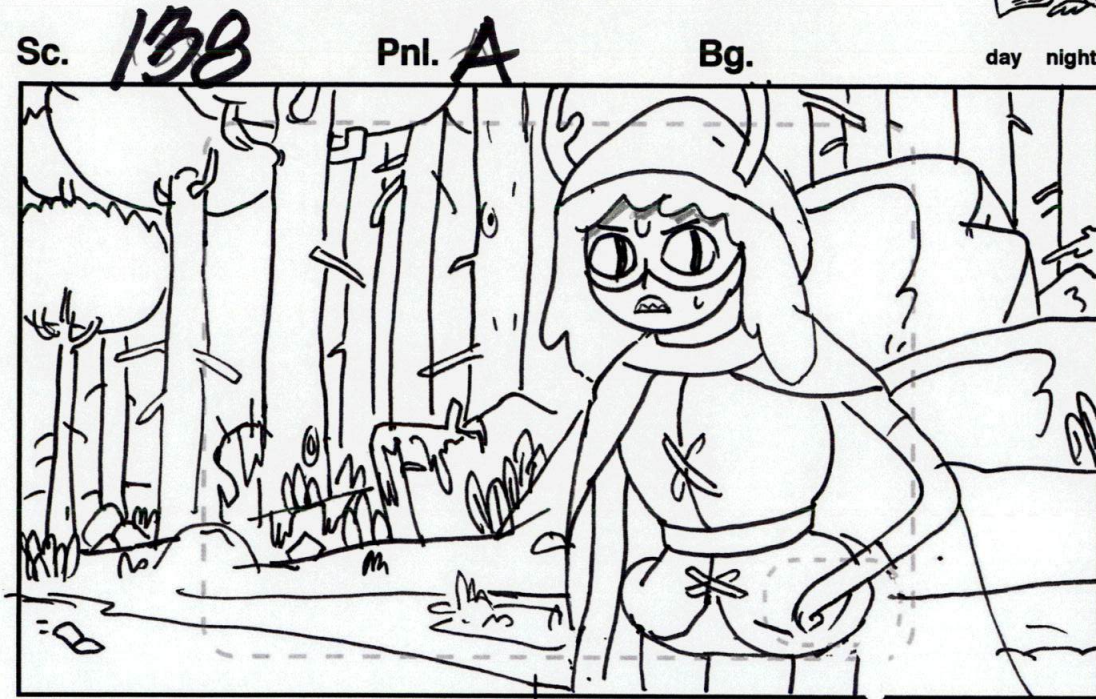
Production:


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1034/231

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ADVENTURE TIME



Dialog:	BG: B081s120_393	HW/Good work.
Action:	-HW WIPES BROW	
Timing:	 AUG 28 2015	

Page **185**
NO POS 186-187
day night

EPISODE # 1034-231

1034/231

Production:

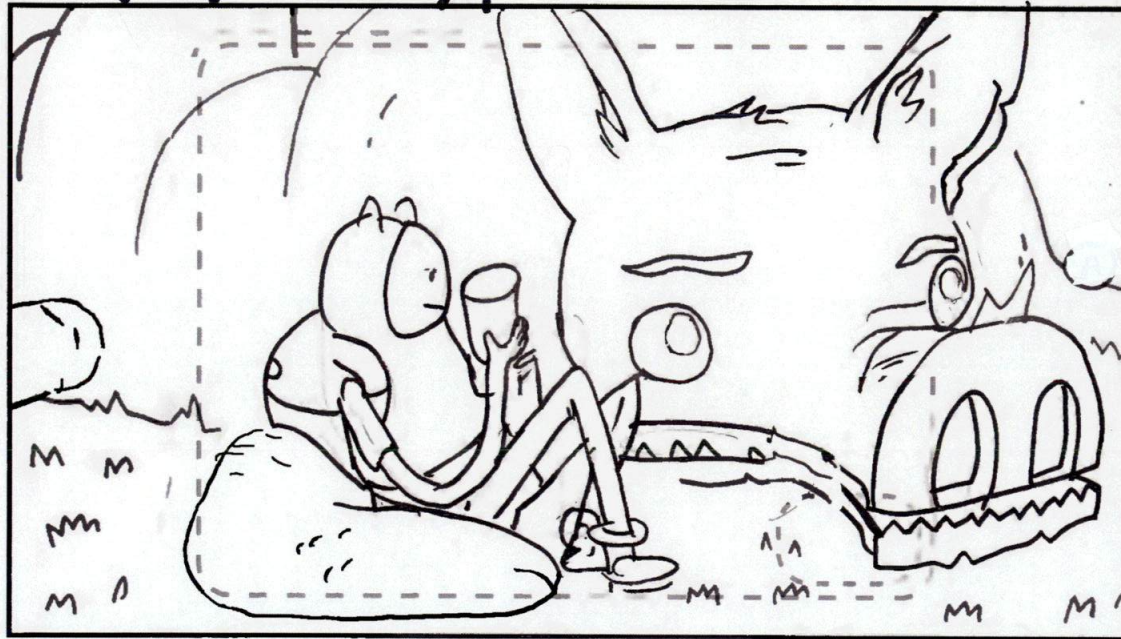
1034/231

ADVENTURE TIME

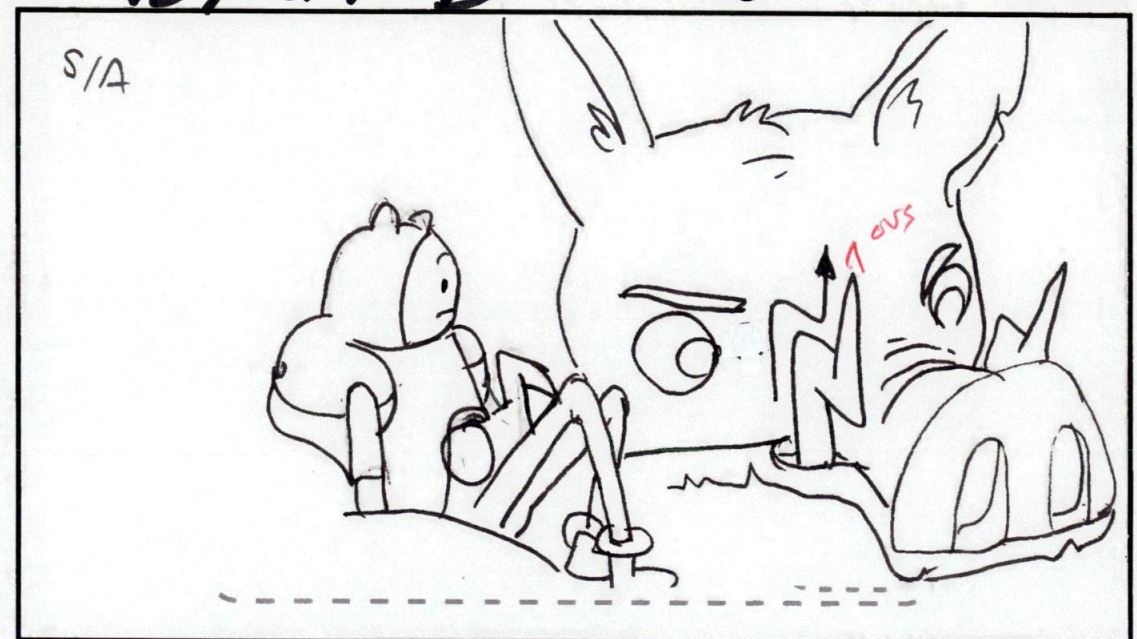


Page **108**

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 cont** Pnl. **B** Bg. day night



Dialog:

BOAR/

YOU JUST
WANTED A TUSK??

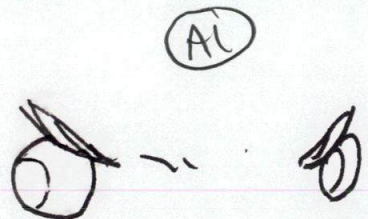
SFX/BZZT: PING

Action:

- BOAR GROWS OUT
TUSK

Timing:

AUG 28 2015



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EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

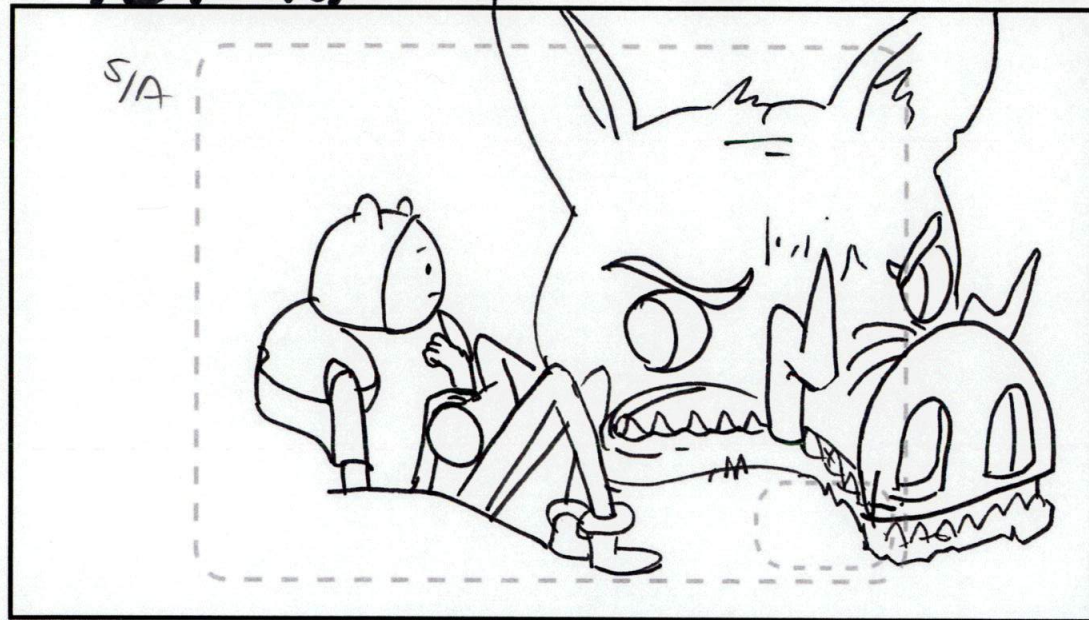


Page **109**

Sc. **139 cont** Pnl. **C**

Bg.

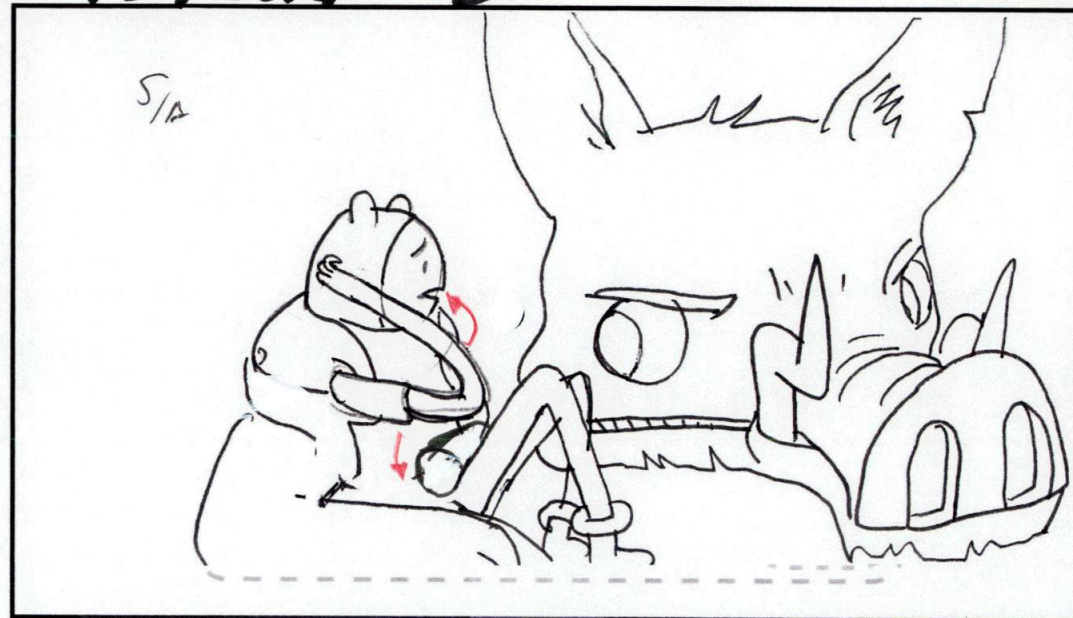
day night



Sc. **139 cont** Pnl. **D**

Bg.

day night



Dialog:

Bonn / YOU COULD HAVE ASKED!

F / Oh-

Action:

Timing:

AUG 29 2010

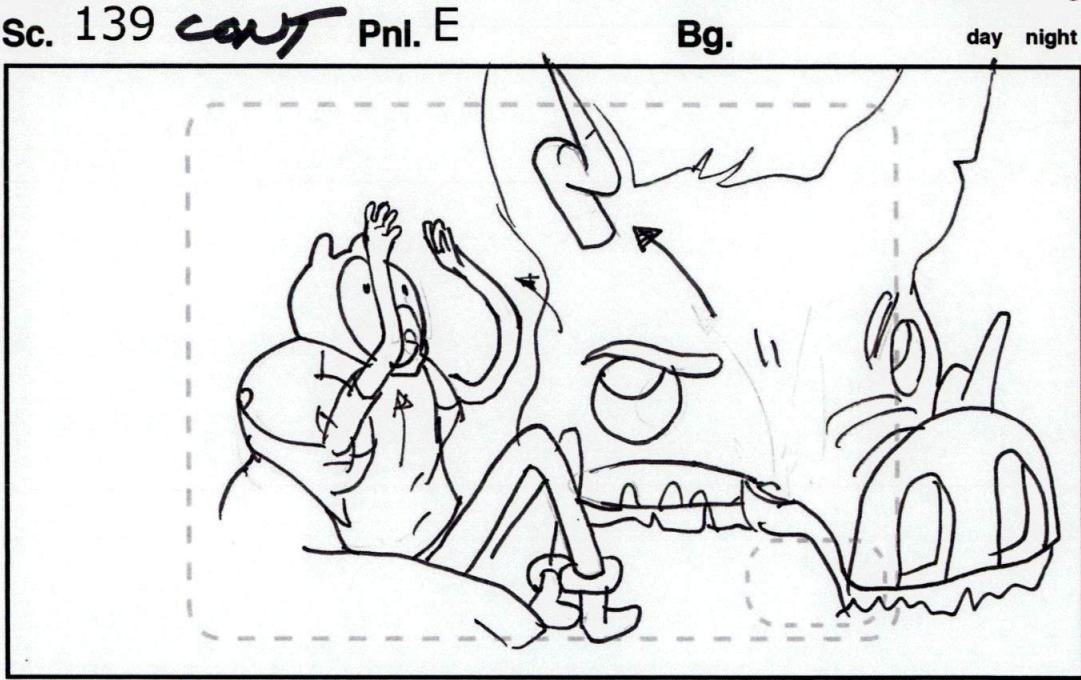
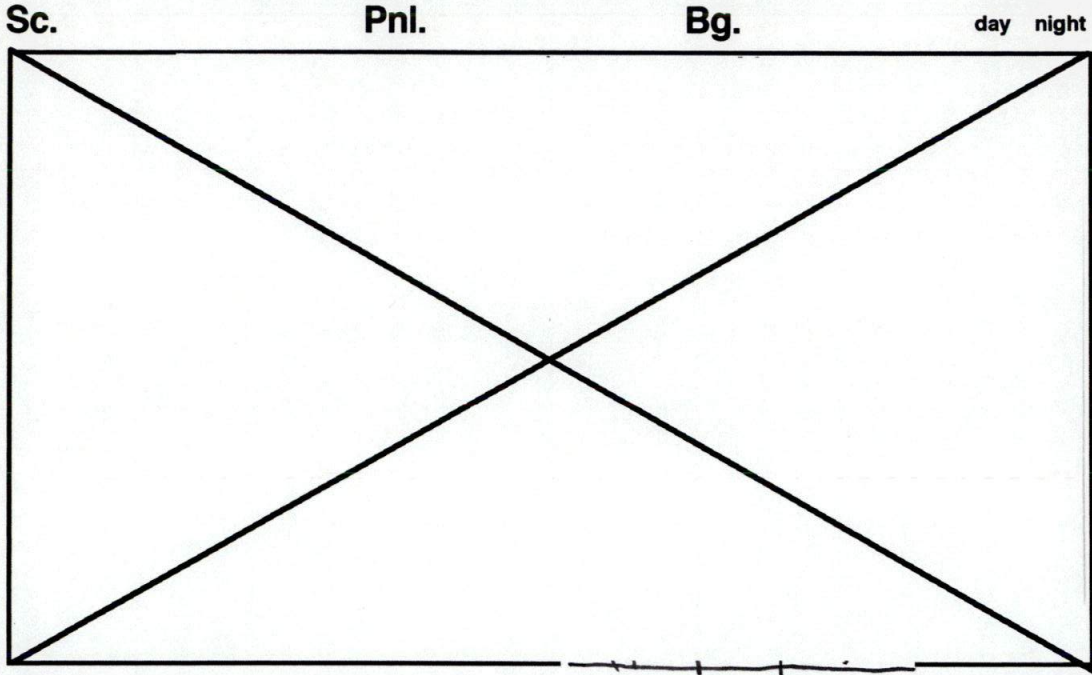
EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Dialog:	<i>BOAR / JUST TAKE IT!</i> <i>SEX / APING ~</i>
Action:	<i>-BOAR POPS OUT TUSK</i>
Timing:	<i>AUG 28 2015</i>

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



Page **191**

Sc. 139 **cont** Pnl. F

Bg.

day night



Sc. 139 **cont** Pnl. G

Bg.

day night



Dialog:

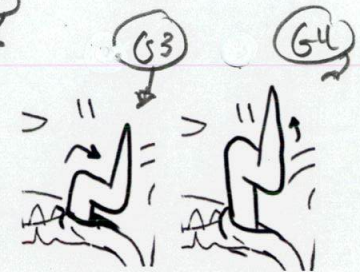
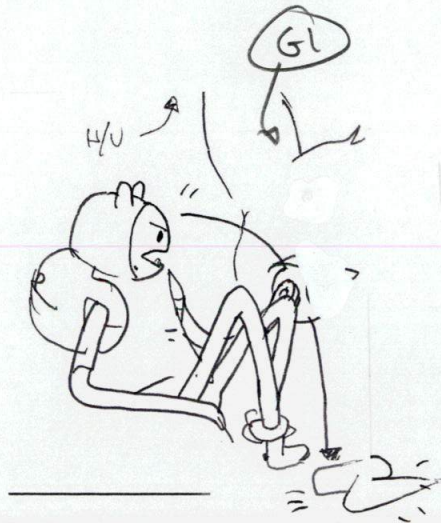
BOAR/ JUST TAKE ANOTHER!

Action:

- BOAR POPS OUT MORE TUSKS

Timing:

(F) HEY!



AUG 28 2015

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EPISODE # 1034-231

1034/231

Production:

1034/231

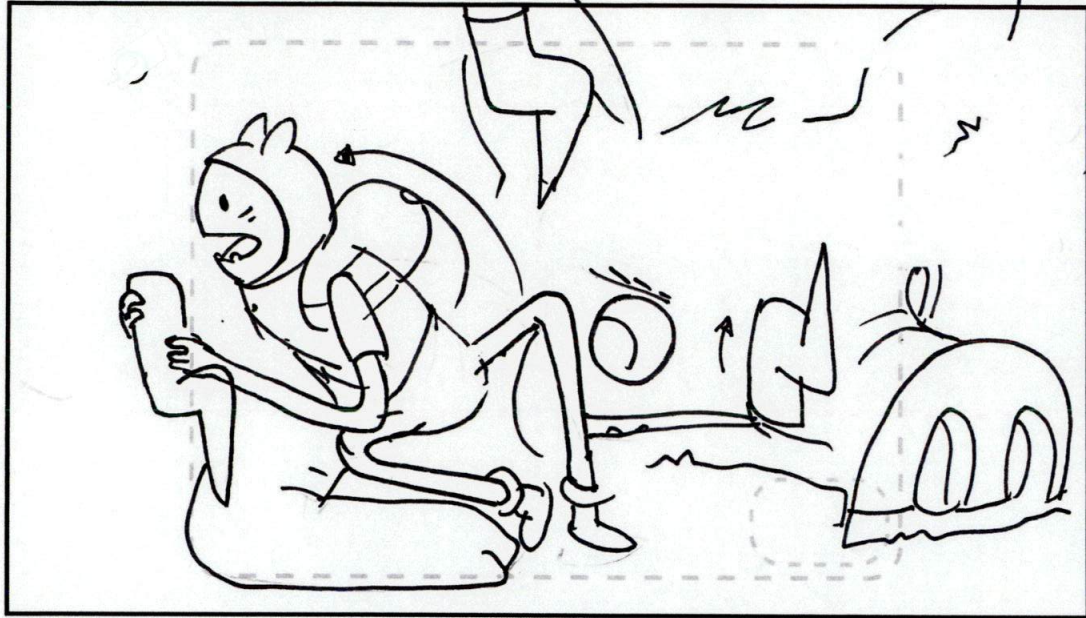
ADVENTURE TIME



NO SC'S
140-141

Page **192**

Sc. 139 *cont* Pnl. H Bg. day night



Sc. 139 *cont* Pnl. I Bg. day night



Dialog:

BOAR: ANOTHER!
SFX: PING!*

(H1)

Action:

Timing:



AUG 28 2015

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1034/231

Production:

1034/231

ADVENTURE TIME



Page **193**

Sc. **142** Pnl. **A** Bg. day night



Sc. **142 cont** Pnl. **B** Bg. day night



Dialog:

SFX/ PING PING PING PING PING →

BOAR ^(W) TAKE A FLIPPIN' MILLION!

~~FADE TO BLACK~~

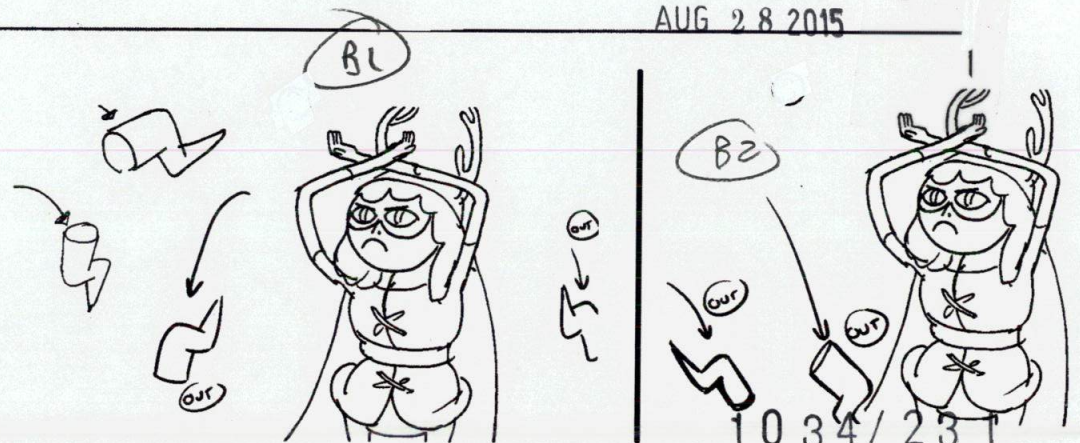
Action:

HW LOOKS UP

HW SHIELDS HERSELF FROM TUSKS
- Fade to white

Timing:

AUG 28 2015



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ADVENTURE TIME



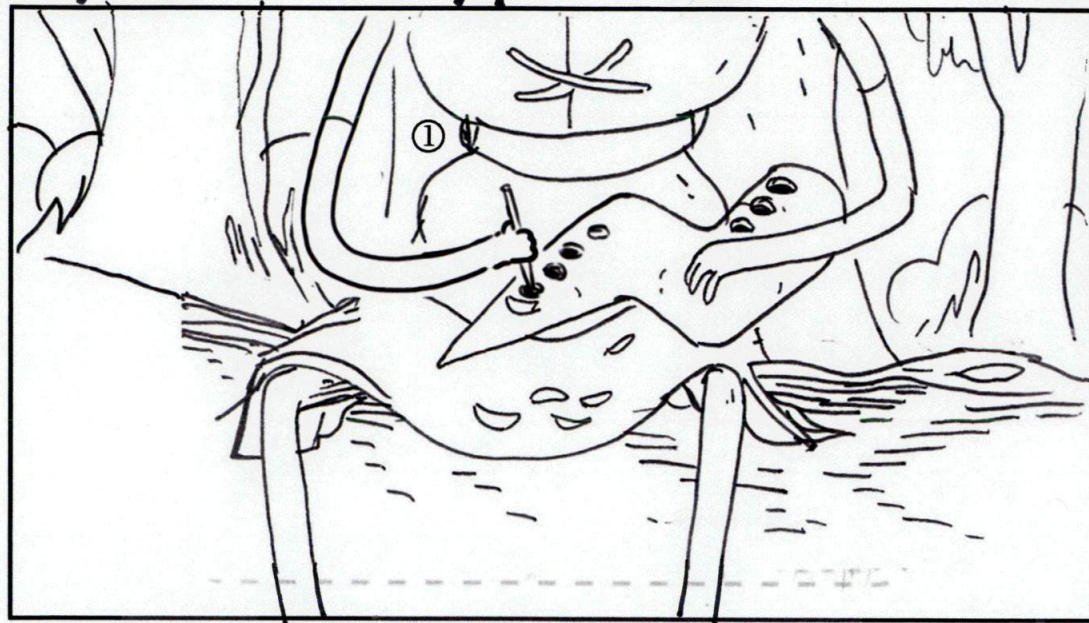
Page **194**

Sc. **143**

Pnl. **A**

Bg.

day night

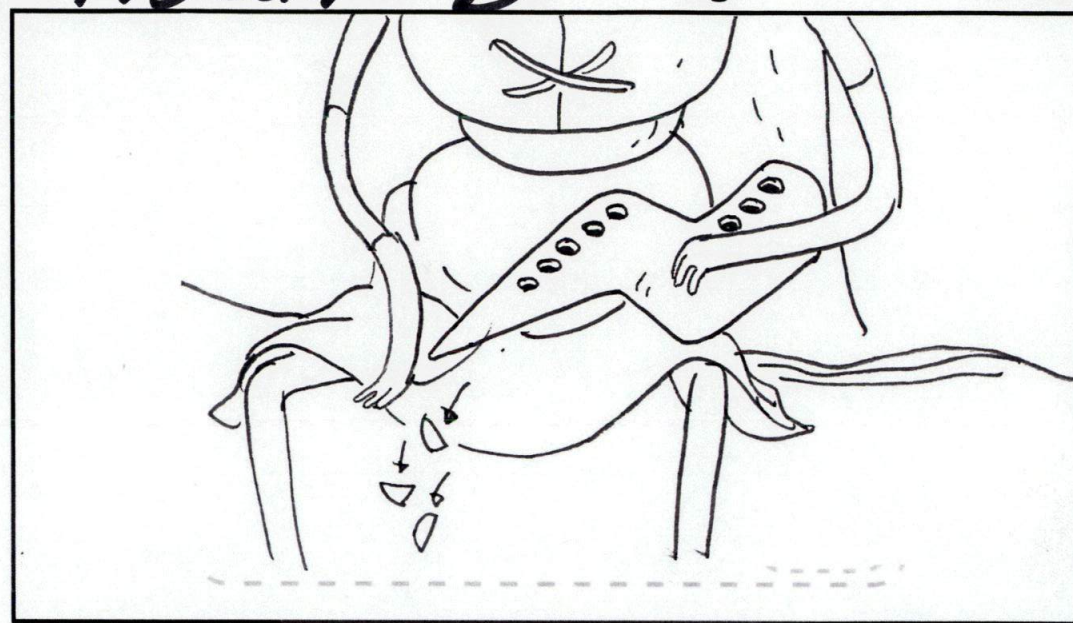


Sc. **143 cont**

Pnl. **B**

Bg.

day night



Dialog:

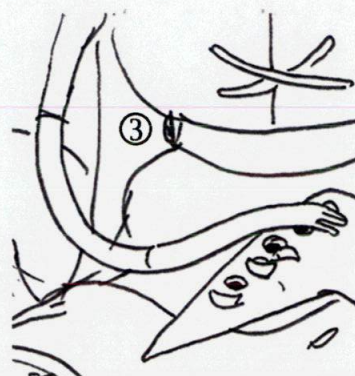
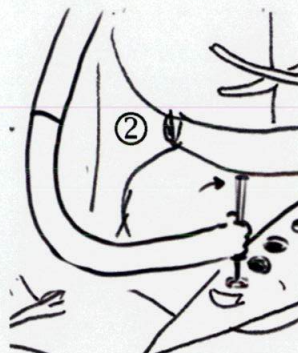
- HW HAS CARVED FLUTE

SFX / -SHUF-

Action:

- HW BRUSHES TUSK SHAVINGS OFF

Timing:



AUG 28 2015

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EPISODE #

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME

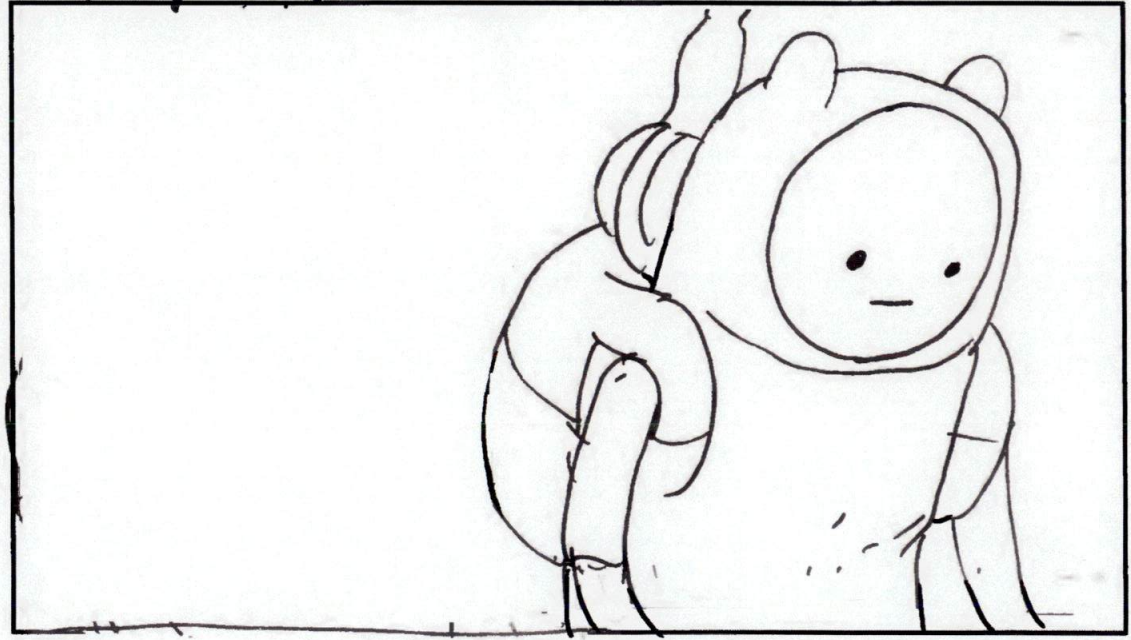


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Sc. **144** Pnl. **A** Bg. day night



Sc. **144 cont** Pnl. **B** Bg. day night



Dialog:

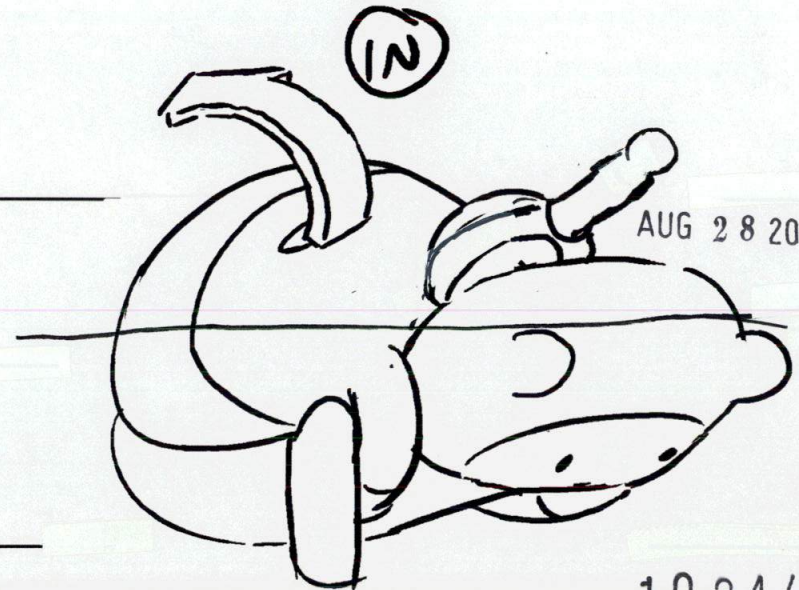
SFX/ Light forest ambience

Action:

-FOREST CLEARING

FINN IN

Timing:



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1034/231

Production:

1034/231

1034/231

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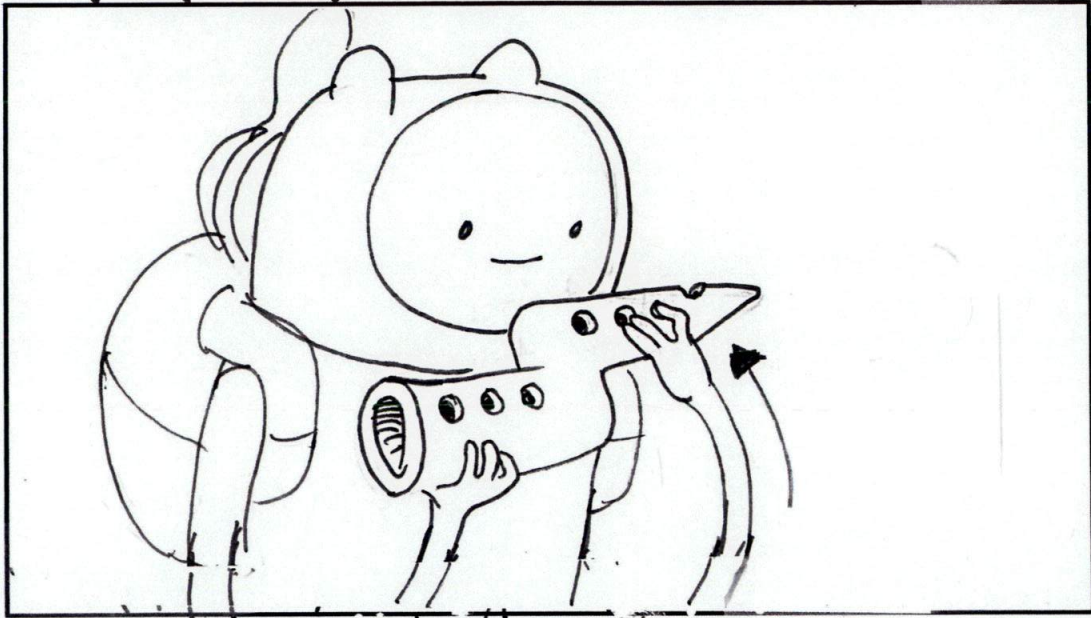
ADVENTURE TIME



Sc. 144 cont Pnl. C

Bg.

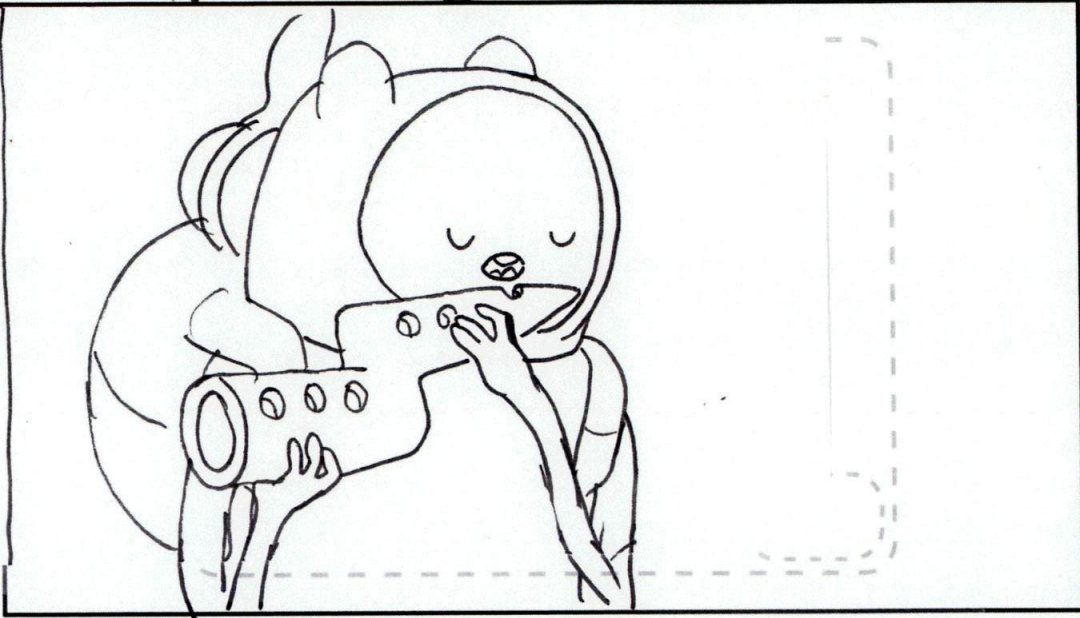
day night



Sc. 144 cont Pnl. D

Bg.

day night



Dialog:

F: (INHALES)

Action:

LIFTS CARVED TUSK

- F. INHALES

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

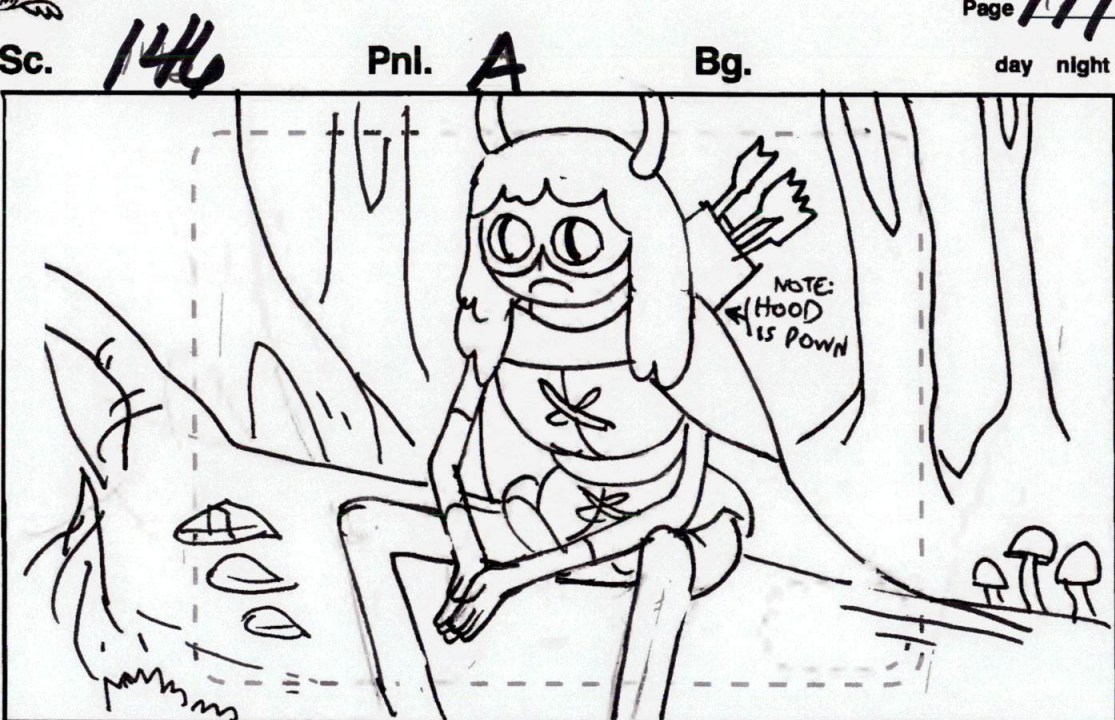
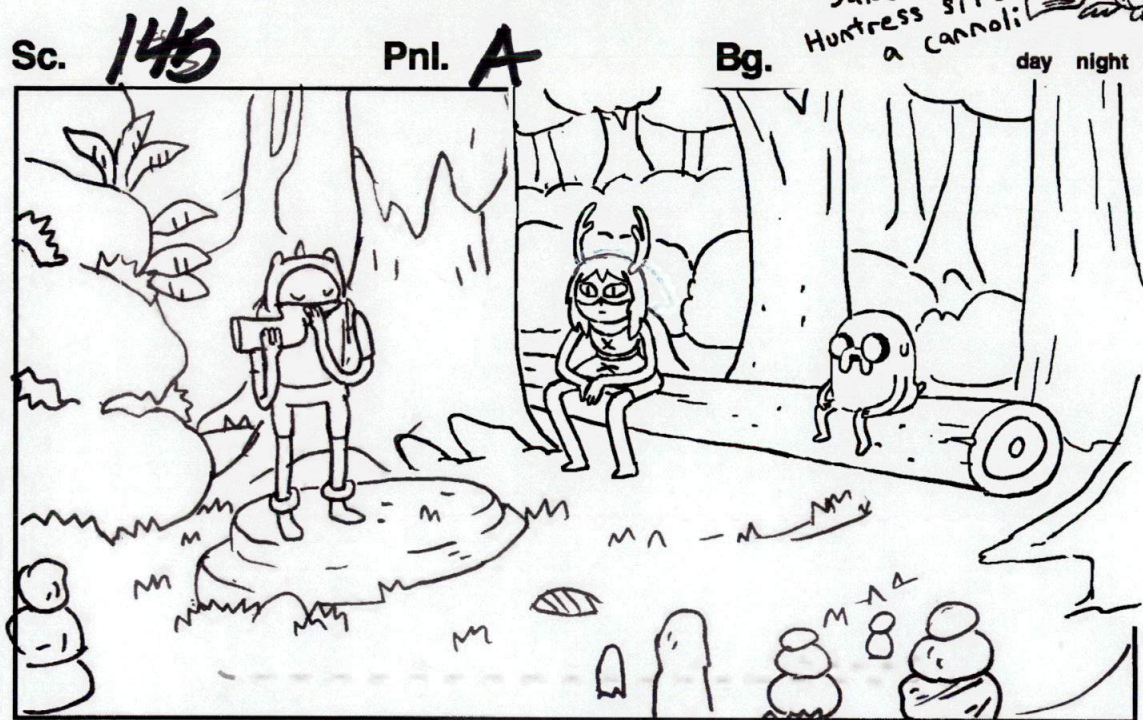
1034/231

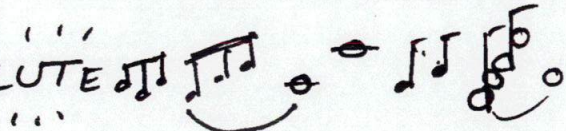
1034/231

ADVENTURE TIME



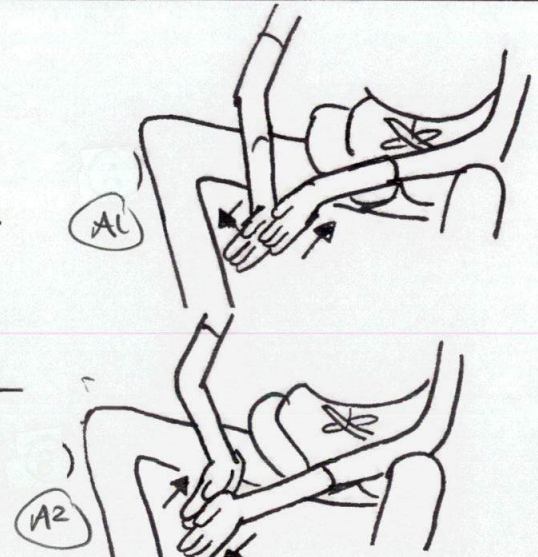
Jake and
Huntress sit on
a cannoli



Dialog: FLUTE  →

Action: HW, uncharacteristically nervous. rubbing hands on

Timing: (A) (AL) (A) (AZ) CYCLE AUG 28 2015



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ADVENTURE TIME



Sc. 146 cont Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

SFX: FLUTE MUSIC CONT →

Action:

LOOKS OVER TO GLADE BRUSHES BACK HAIR

Timing:

AUG 28 2015

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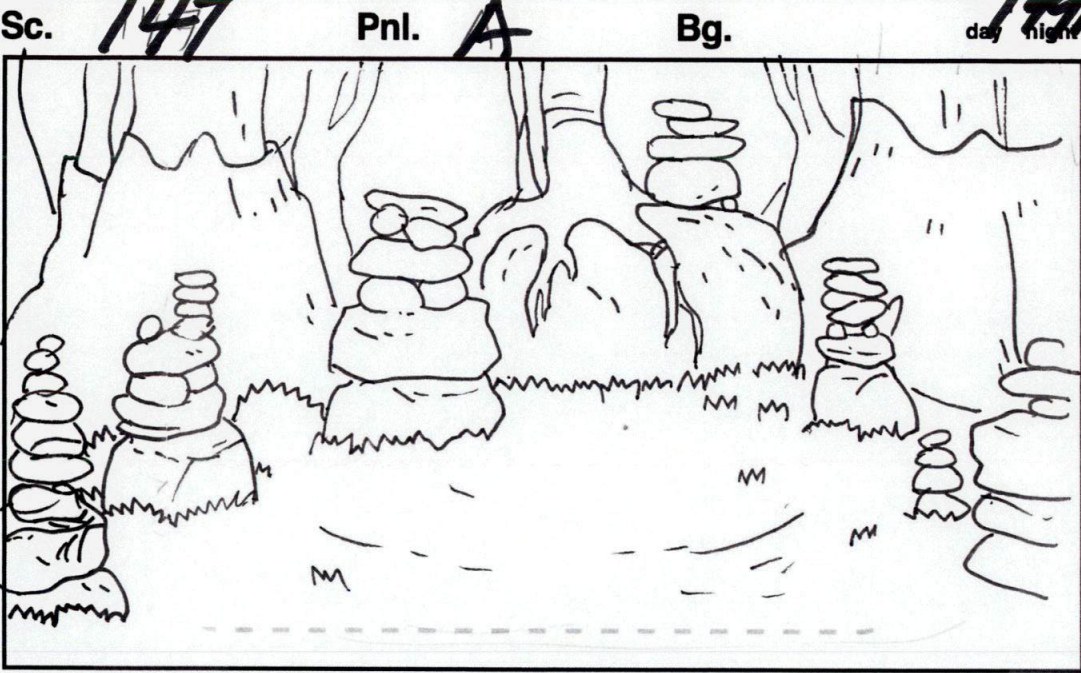
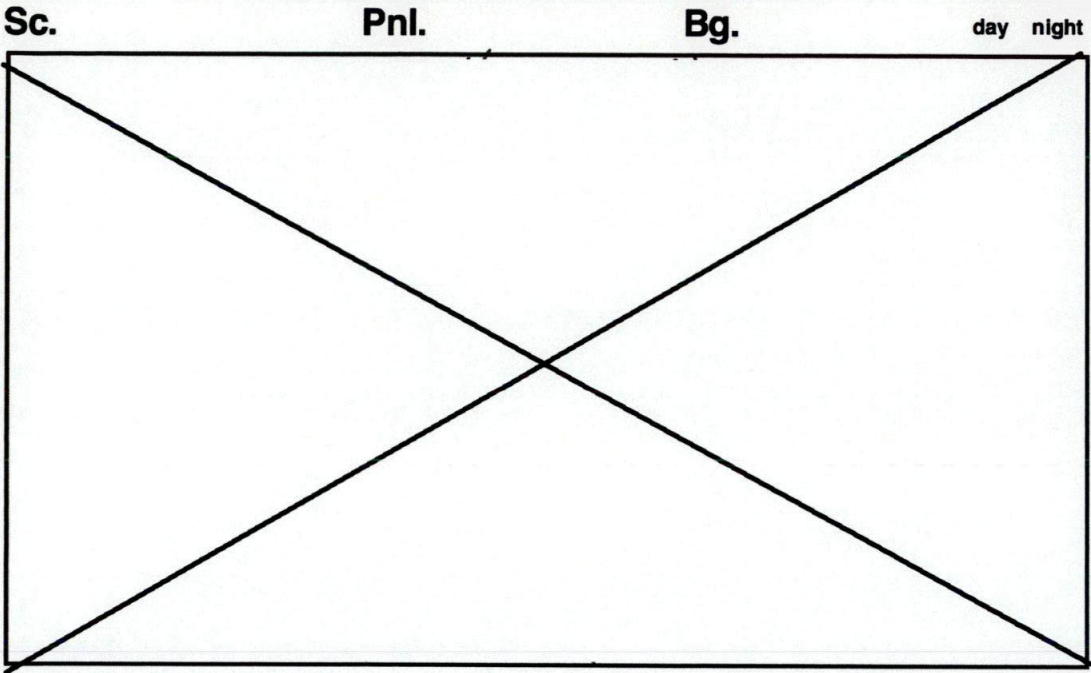
Production:

1034/231

ADVENTURE TIME



Page **199**
199A-NEXT
day night



Dialog: <u>SEKI</u> FLUTE MUSIC →	
Action: FOLLOWTHPOUBA	GLADE SHOT .. NOTHING HAPPENING AUG 28 2013
Timing:	

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Production:

1034/231

ADVENTURE TIME



Sc. 148

Pnl. A

Bg.

day night



Sc. 148 **CUT**

Pnl. B

Bg.



Dialog:	<p><i>sex!</i> FLUTE MUSIC →</p>
Action:	<p>BRUSHES BACK HAIR</p>
Timing:	<p>AUG 28 2015</p>

EPISODE # 1034-231

Production:

1034/231

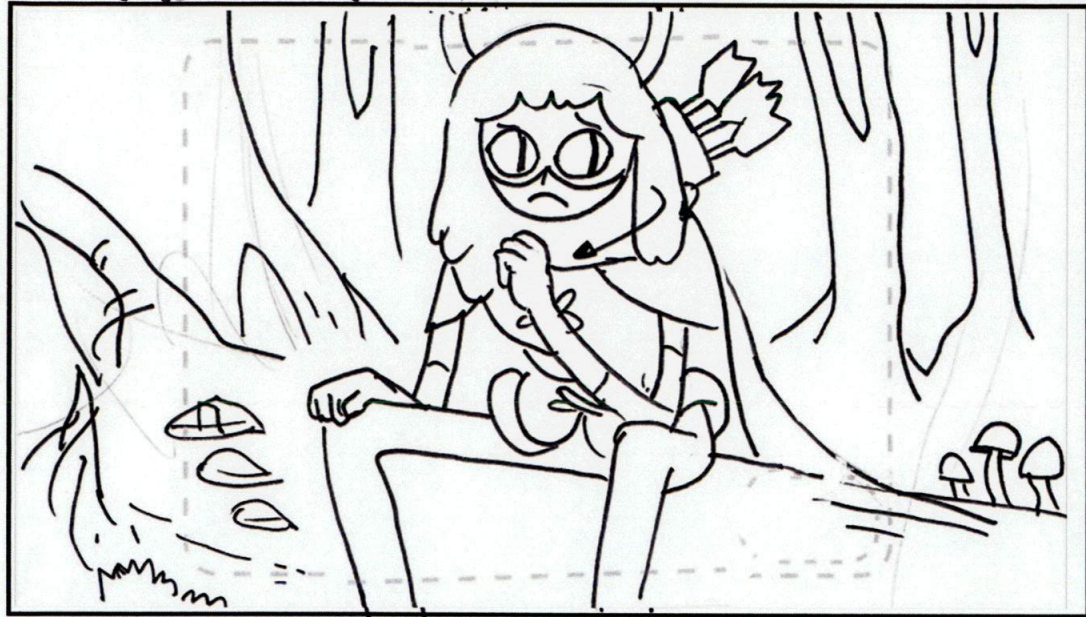
1034/231

ADVENTURE TIME



Page **200**

Sc. **148 cont** Pnl. C Bg. day night



Sc. **148 cont** Pnl. D Bg. day night



Dialog:

Sfx : FLUTE SONG

Action:

-HW LOOKS DOWN IN RESIGNATION

AUG 28 2015

Timing:

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Production:

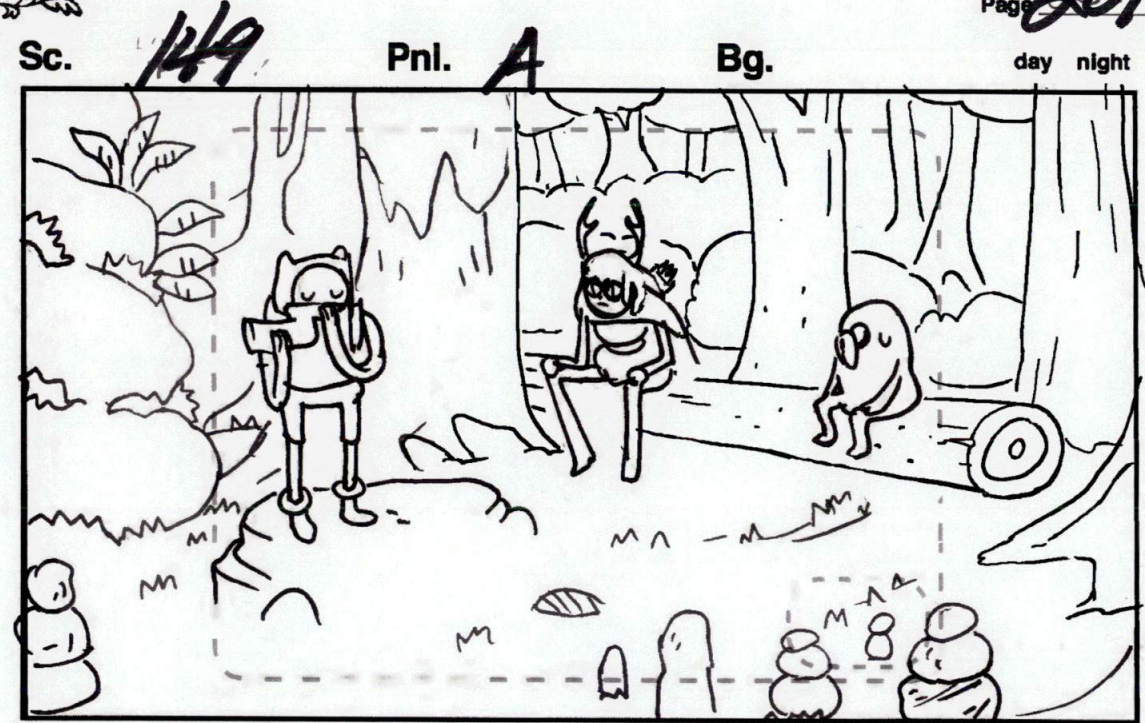
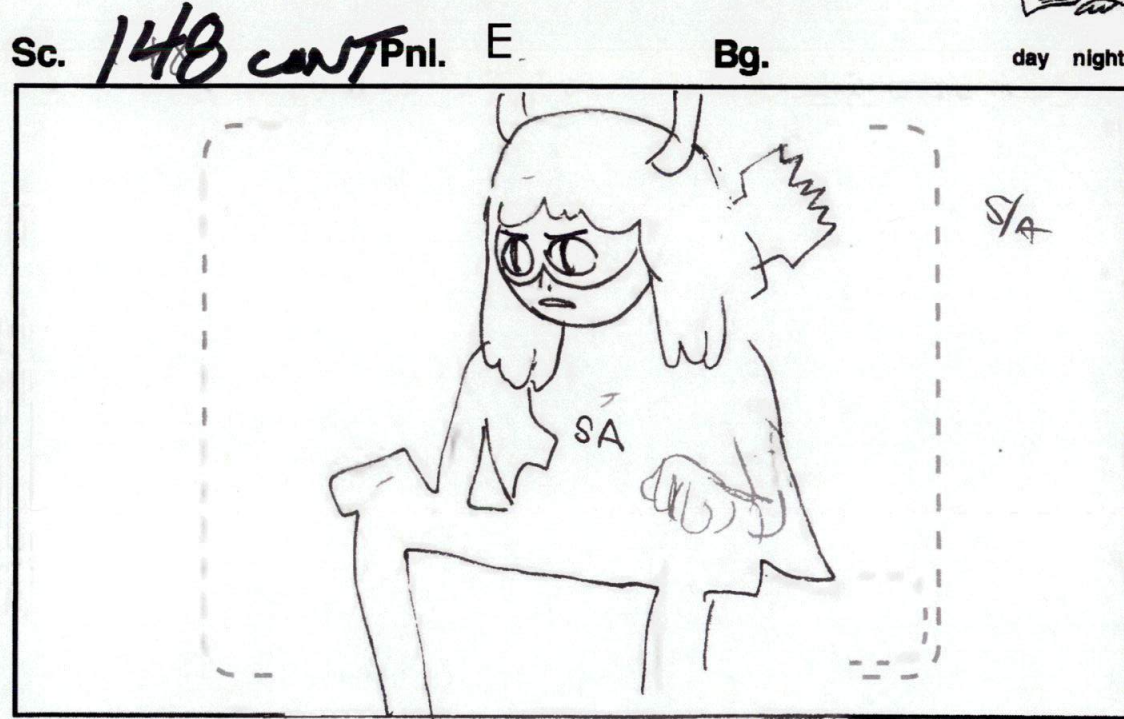
1034/231

1034/231

ADVENTURE TIME



Page **301**



Hw/ You can stop.

Sfx



FLUTE

SONG

SLOWS



Action:

AUG 28 2015

Timing:

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EPISODE #

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Production:

1034/231

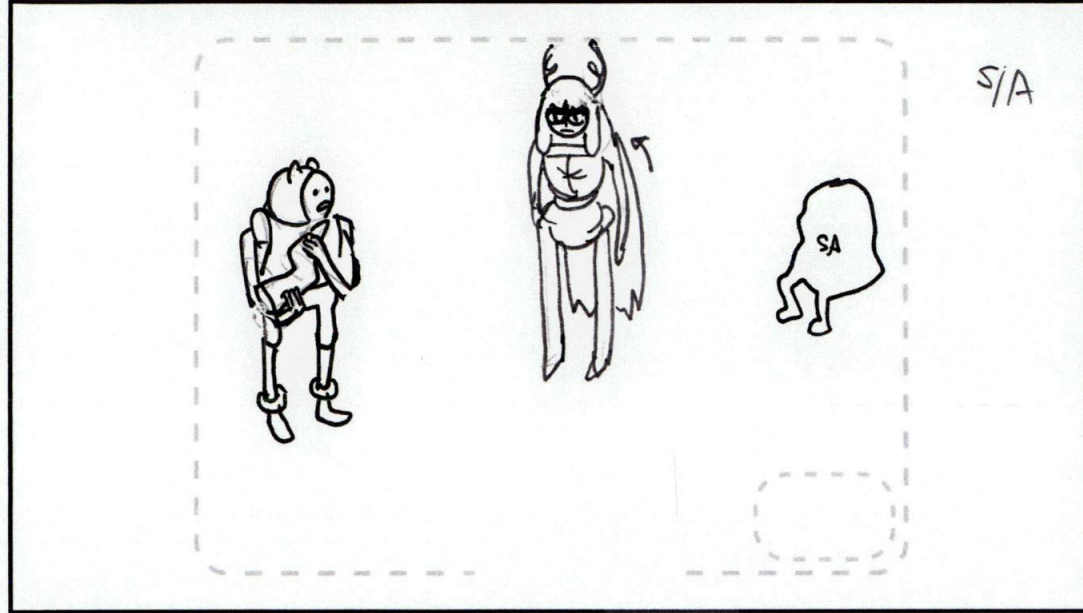
1034/231

ADVENTURE TIME

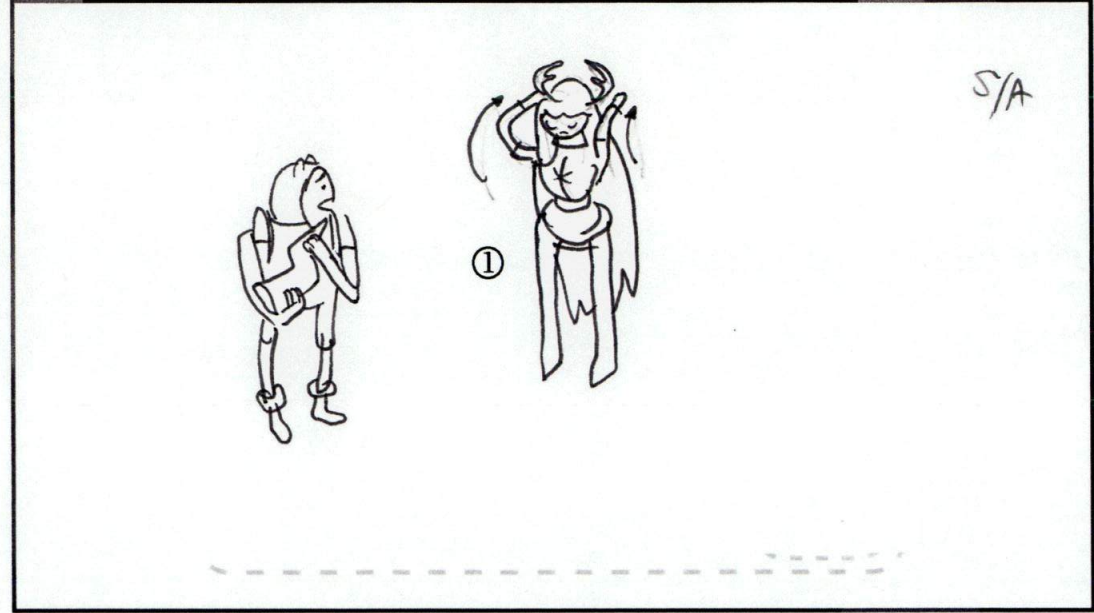


Page **202**

Sc. **149 cont** Pnl. **B** Bg. day night



Sc. **149 cont** Pnl. **C** Bg. day night



Dialog:

HW/ He's not coming.

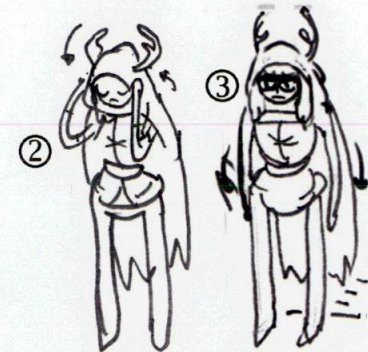
Action:

FINN STOPS, LOOKS OVER, HW STANDS UP

- HW PULLS HOOD ON ①②③

Timing:

AUG 9 8 2015



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1034/231

Production.

1034/231

1034/231

ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 cont Pnl. B Bg. day night

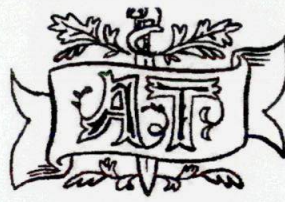


Dialog:		HW/ He's gone for good --	
Action:	8P	S.P.	AUG 28 2015
Timing:			

EPISODE # 1034-231

Production:

ADVENTURE TIME



Page **204**

Sc. **150 cont** Pnl. **C**

Bg.

day night

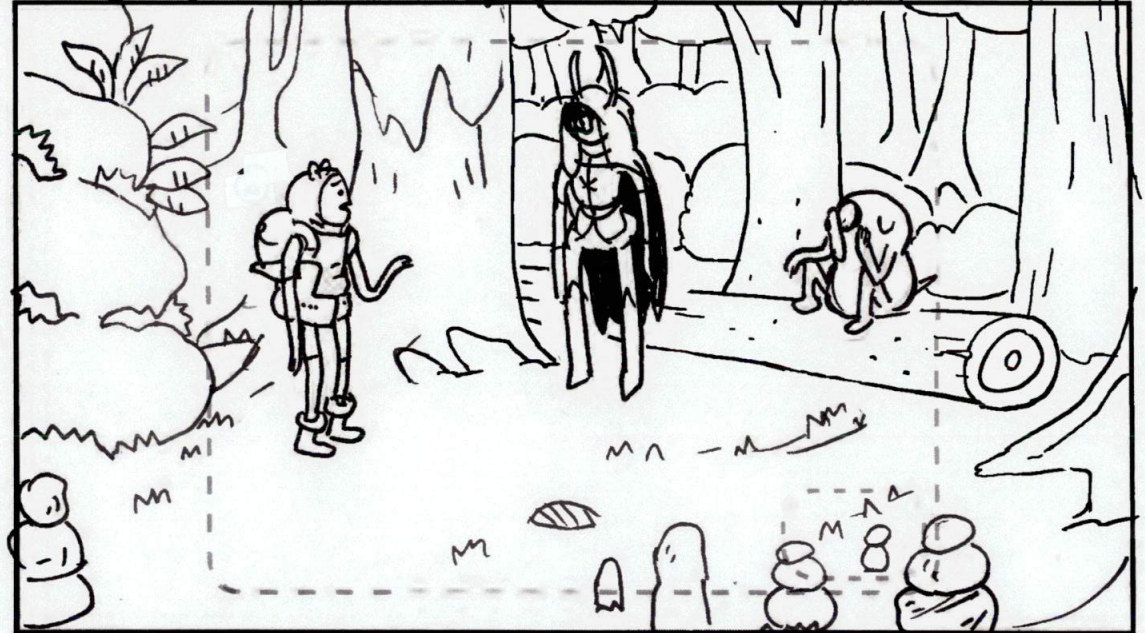


Sc. **151**

Pnl. **A**

Bg.

day night



Dialog:

HW / ^(C) and I should ^(C) just deal.

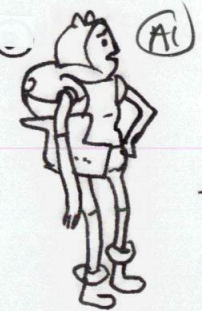
Action:

Timing:



^(A) F/ Uh- maybe if I played it a little jazzier?

AUG 28 2015



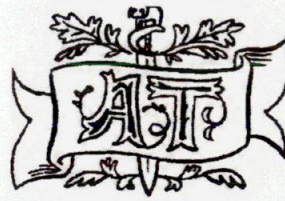
EPISODE # 1034-231

1034/231

Production:

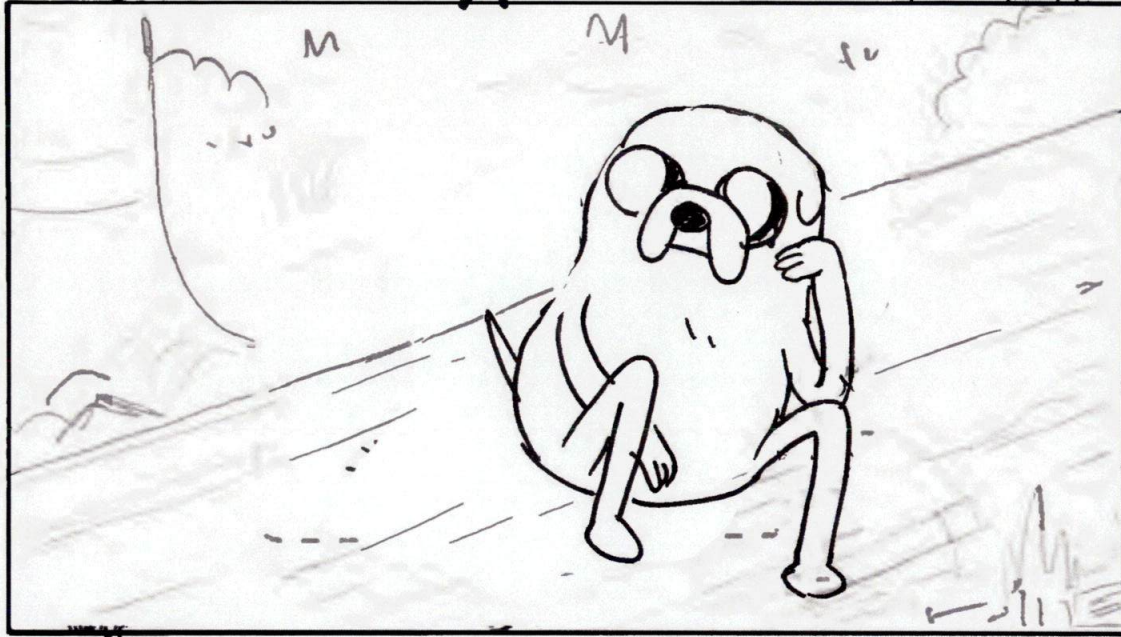
1034/231

ADVENTURE TIME

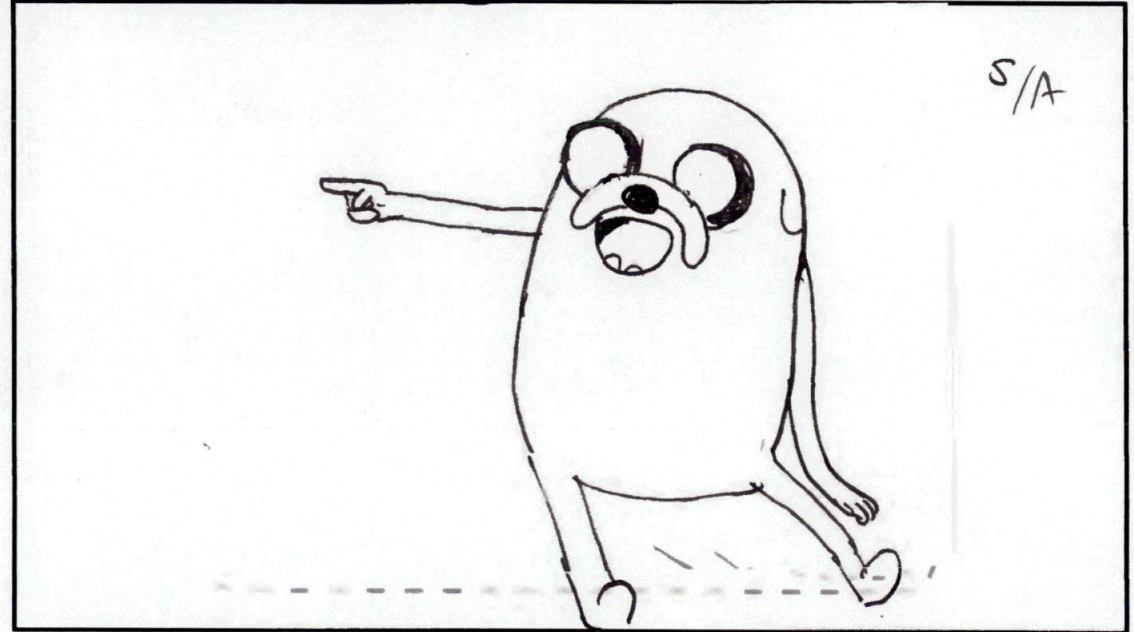


Page **205**

Sc. **152** Pnl. **A** Bg. day night



Sc. **152 cont** Pnl. **B** Bg. day night



Dialog: (o/s)

F/ Like all syncopated?

A



J/Hey! Why don't you two try playing together?

AUG 28 2015

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1034/231

Production:

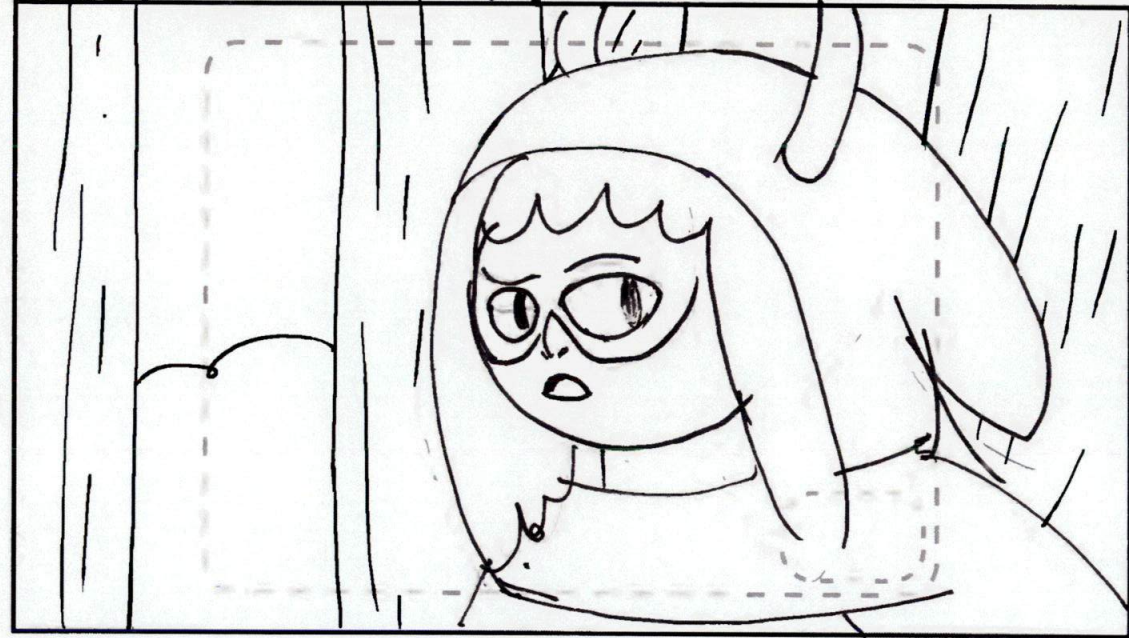
1034/231

ADVENTURE TIME

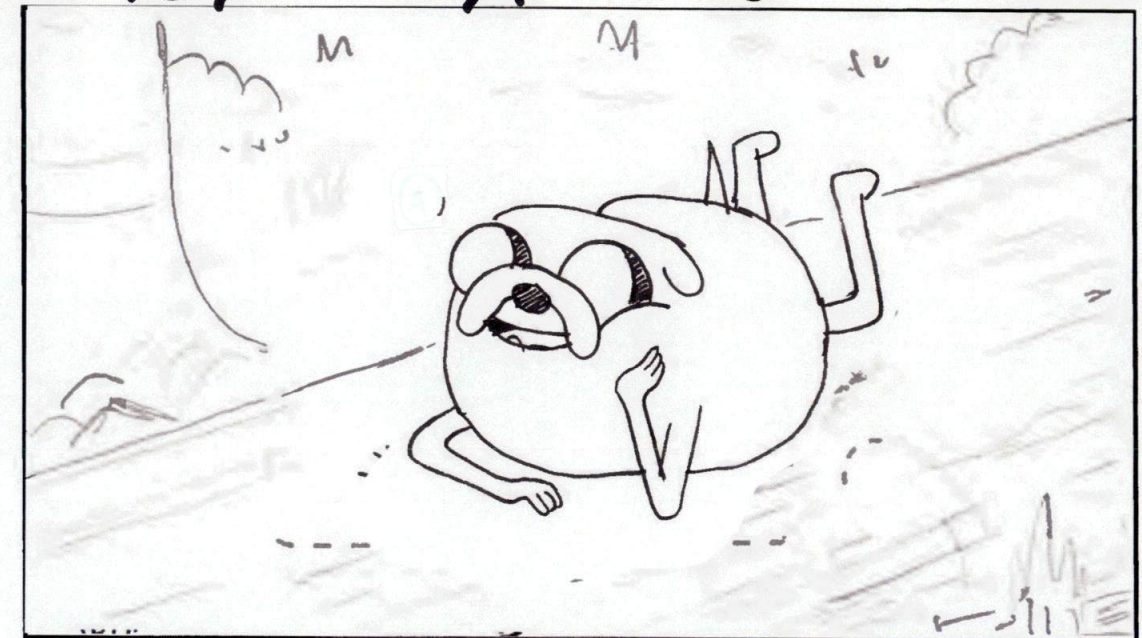


Page **206**

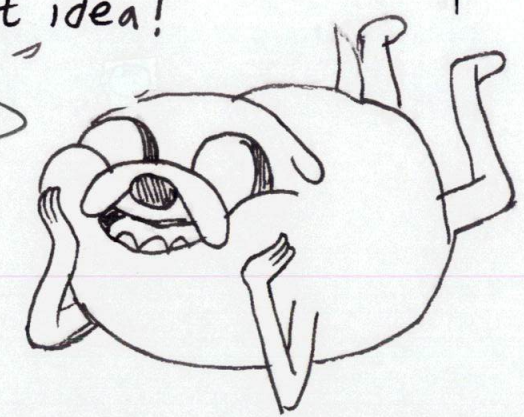
Sc. **153** Pnl. **A** Bg. day night



Sc. **154** Pnl. **A** Bg. day night



<p>Dialog:</p> <p><u>HW/</u> Uh.. I don't know..</p>		<p><u>J/</u> ^(A)No trust me! ^(A)This is a great idea!</p>	
<p>Action:</p>		<p>^(A)</p>	
<p>Timing:</p>		<p>AUG 28 2015</p>	



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1034/231

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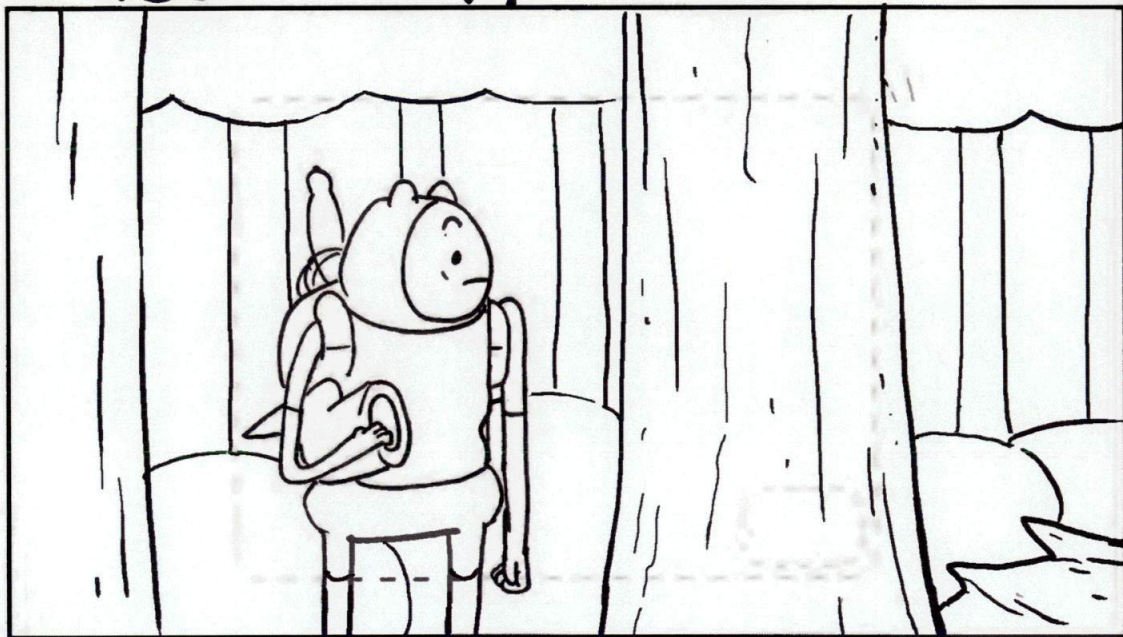
1034/231

ADVENTURE TIME

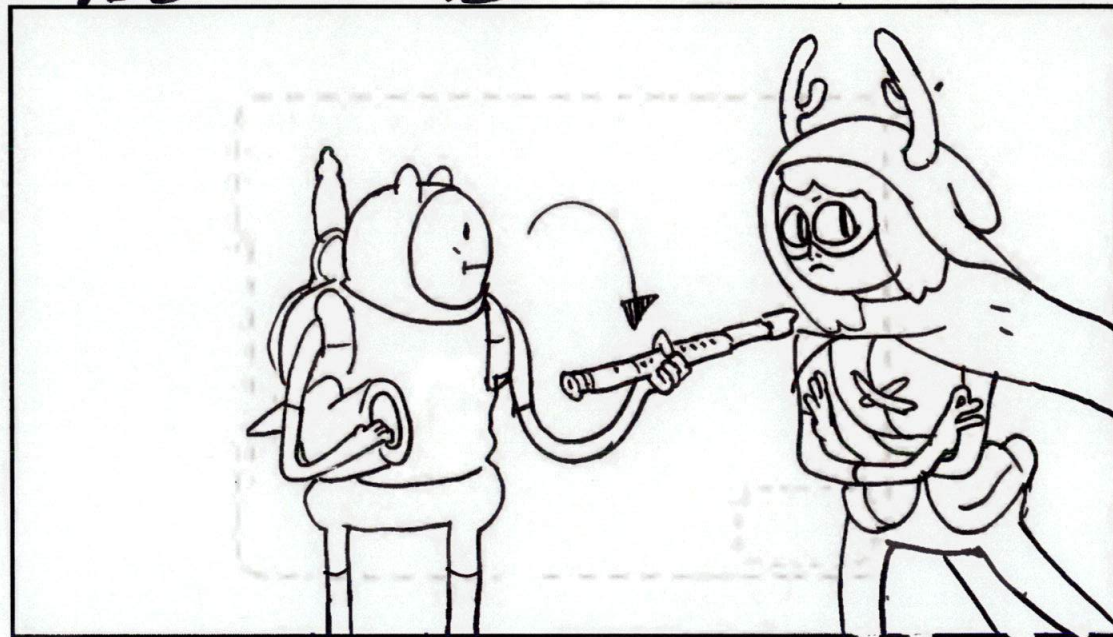


Page **201**

Sc. **155** Pnl. **A** Bg. day night



Sc. **155 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



J/ Use that chemistry to guide the music!

HUNTRESS WIZARD
COMES OVER

AUG 28 2015

(B)

(IN)



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Production:

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ADVENTURE TIME

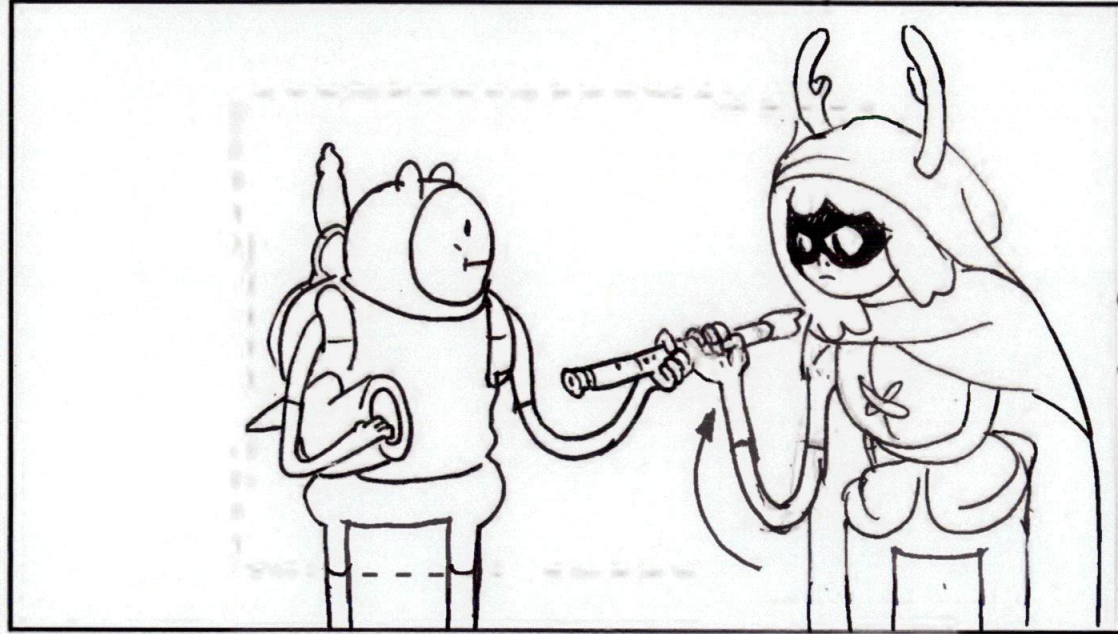


Page **208**

Sc. **155 cont** Pnl. **C**

Bg.

day night



Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- FINN HANDS OVER FLUX

Timing:

AUG 28 2015

Production:

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1034/231

1034/231

1034/231

ADVENTURE TIME

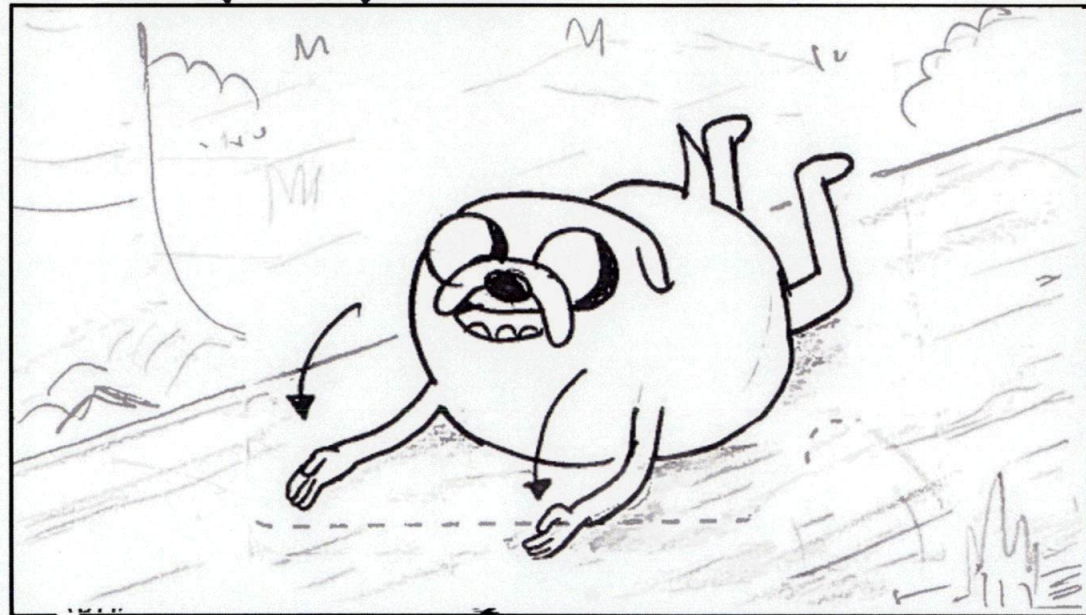


Page **209**

Sc. **156 cont Pnl. B**

Bg.

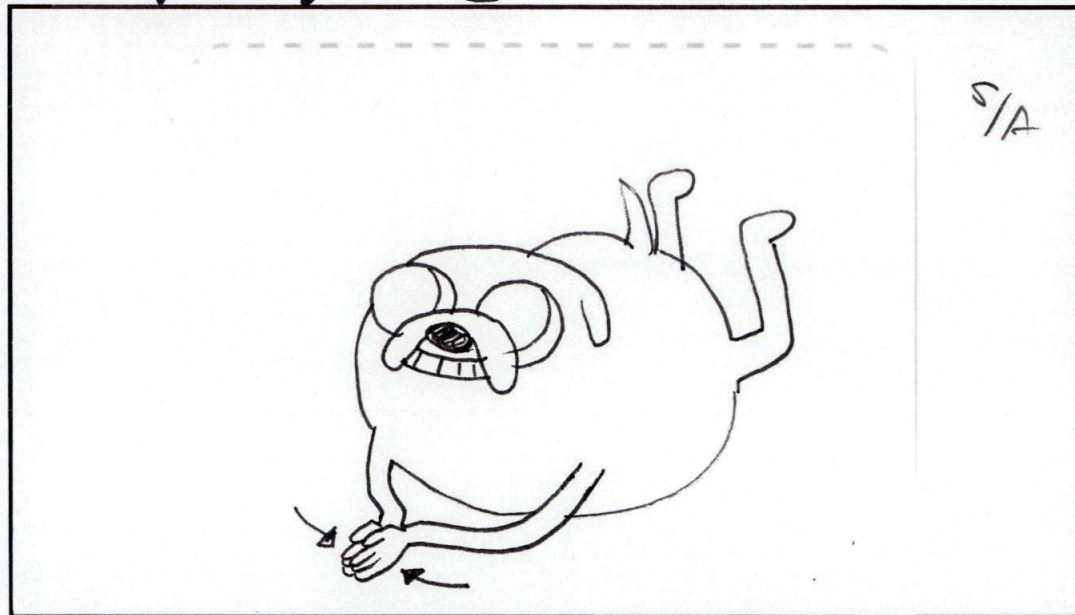
day night



Sc. **156 cont Pnl. C**

Bg.

day night



Dialog:

J/ Yeah, just get in there! Cozy up!

Action:

AUG 28 2015

Timing:

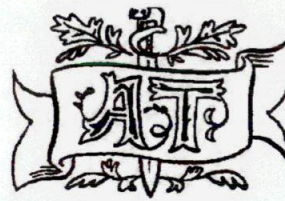
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Production:

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1034/231

ADVENTURE TIME



Page **210**

Sc. **157** Pnl. **A** Bg. day night



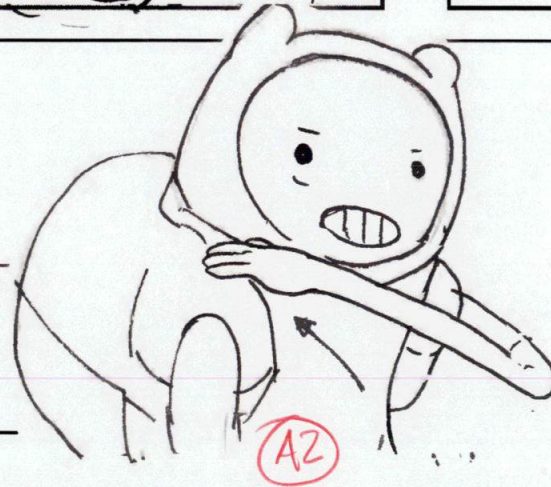
Sc. **157 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



- FINN MAKES 'CUT IT OUT' GESTURE

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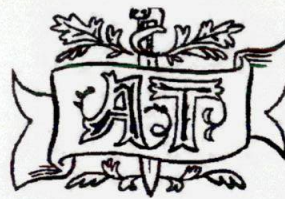
EPISODE #

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Production:

1034/231

ADVENTURE TIME

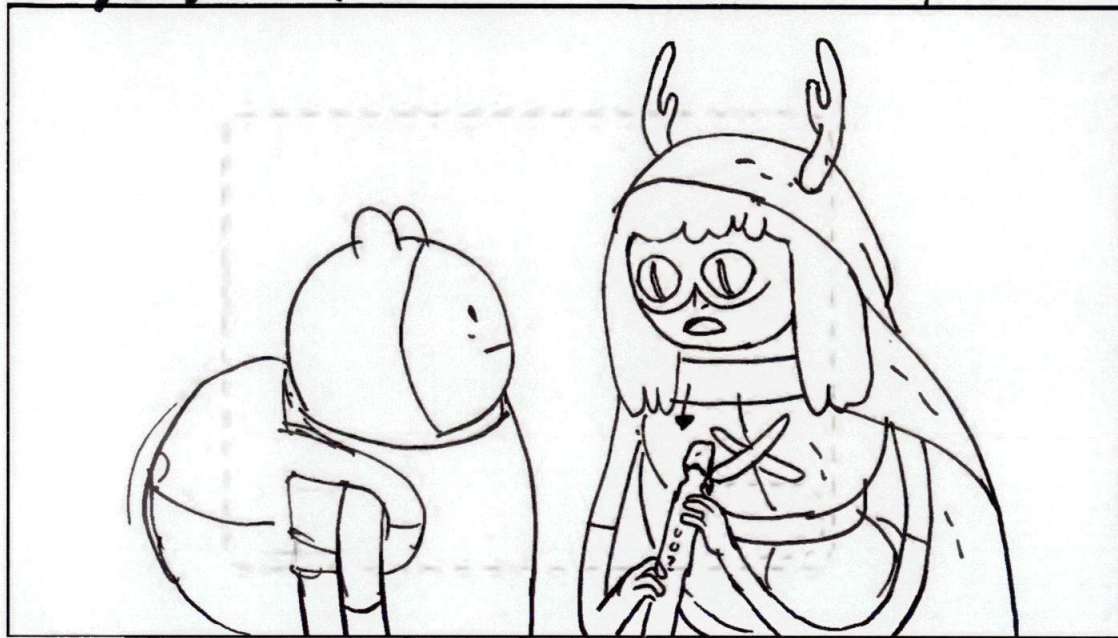


Page **211**

Sc. **157 cont** Pnl. **C**

Bg.

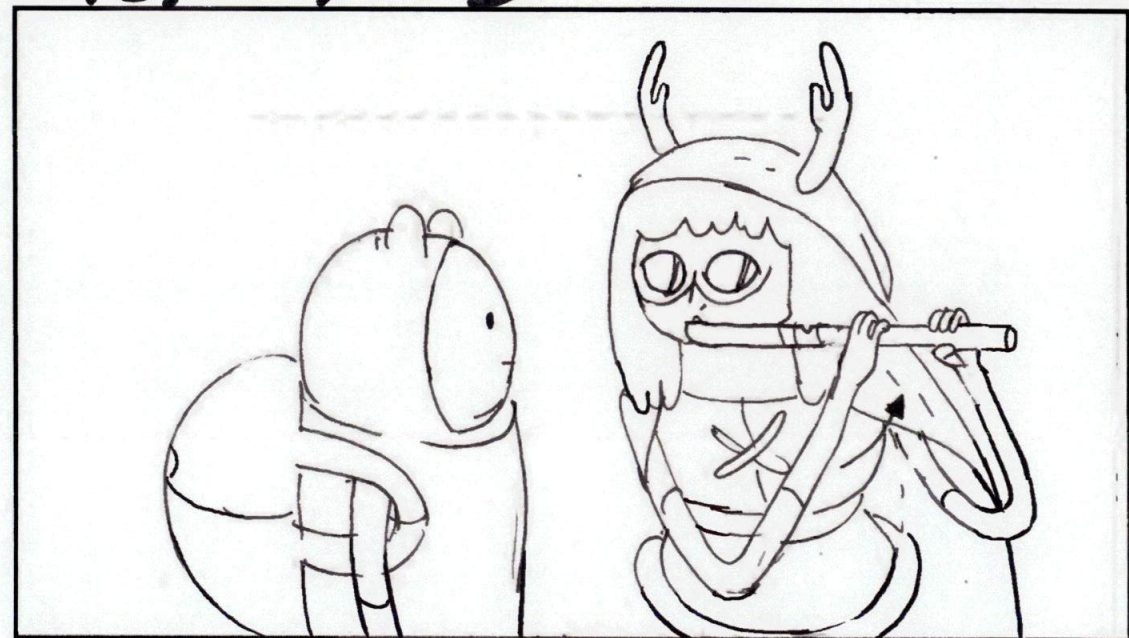
day night



Sc. **157 cont** Pnl. **D**

Bg.

day night



Dialog:

HW / I guess we've tried everything else, huh? (C)

Action:



Timing:

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EPISODE #

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Production:

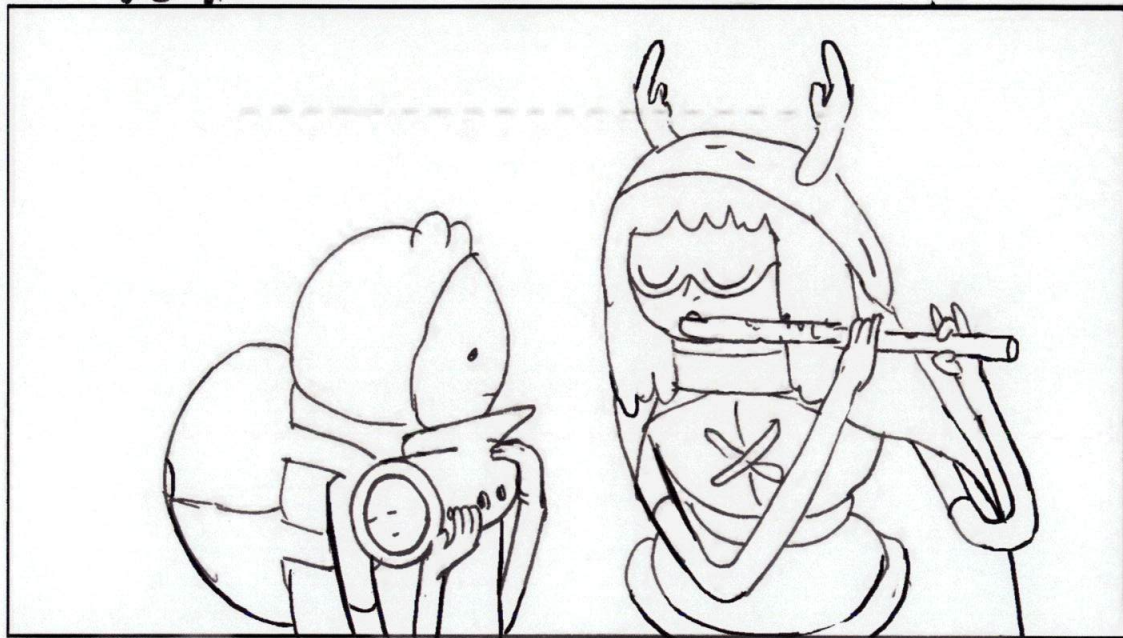
1034/231

ADVENTURE TIME

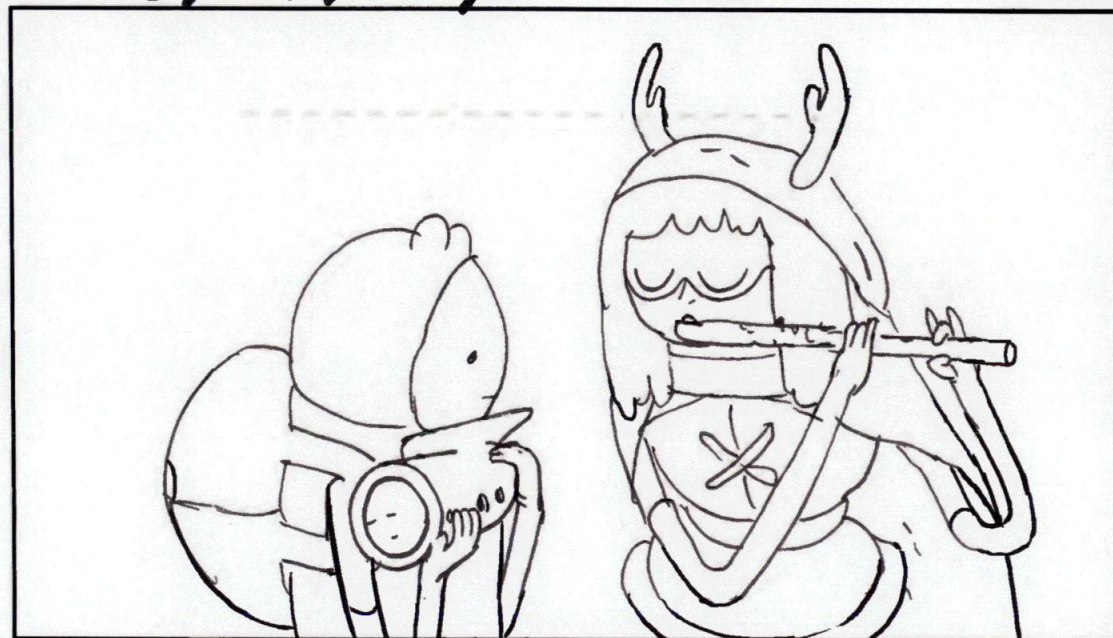


Page **212**

Sc. **157 cont** Pnl. **E** Bg. day night



Sc. **157 cont** Pnl. **F** Bg. day night



Dialog:

SFX FLUTE ♪ ♪ ♪ . ♪ — ♪ — ♪ — ♪ — ♪ — ♪ — →

PANPIPE ♪ ♪ ♪ ♪ — ♪ — ♪ —

Action:

- HW STARTS PLAYING

- FINN STARTS PLAYING

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Timing:

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Production:

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ADVENTURE TIME



Sc.

157 cont Pnl. G

Bg.

day night

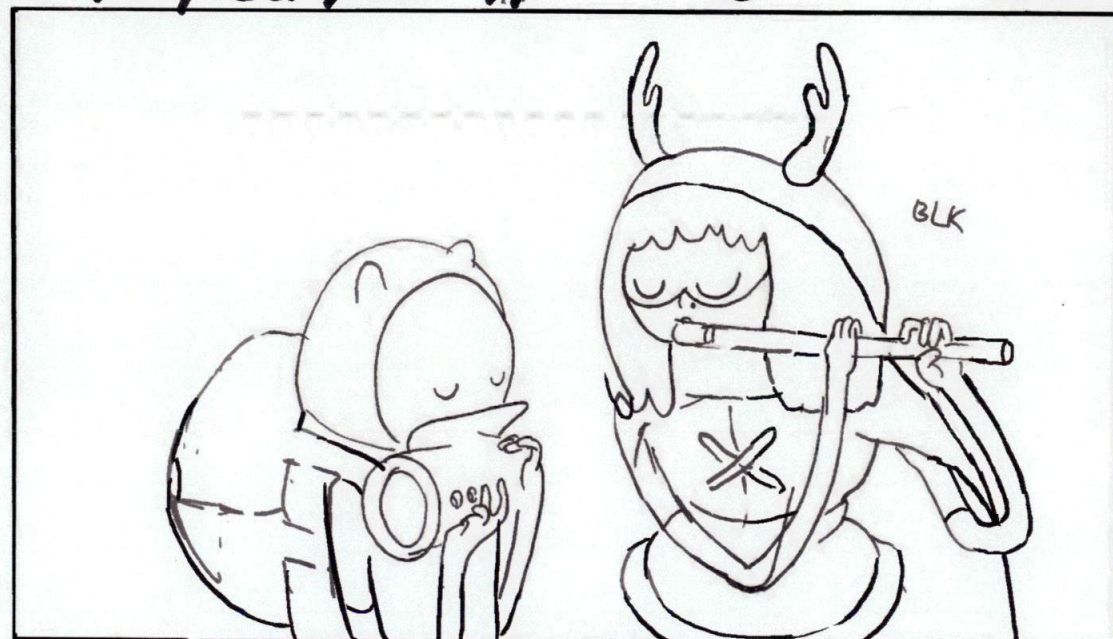
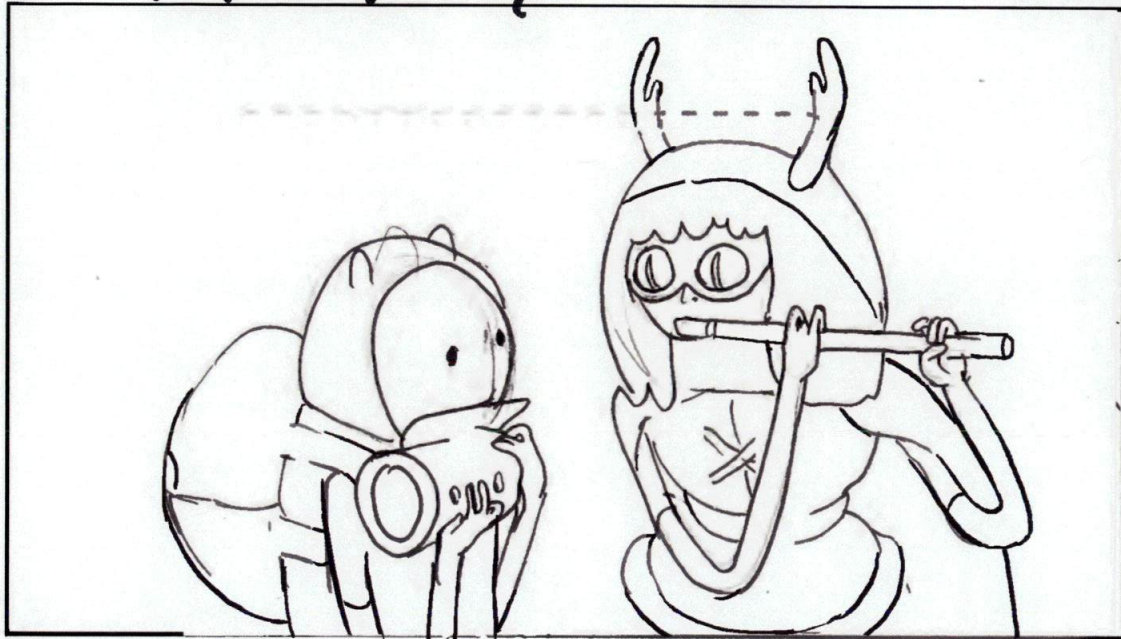
Sc.

157 cont Pnl. H

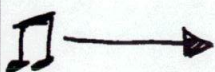
Bg.

Page

213
213A NEXT



Dialog:



FLUTE SONGS



Action:

Timing:

AUG 28 2015

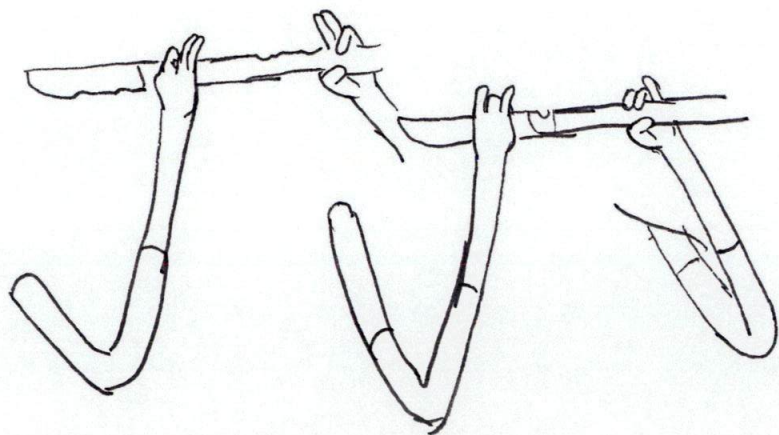
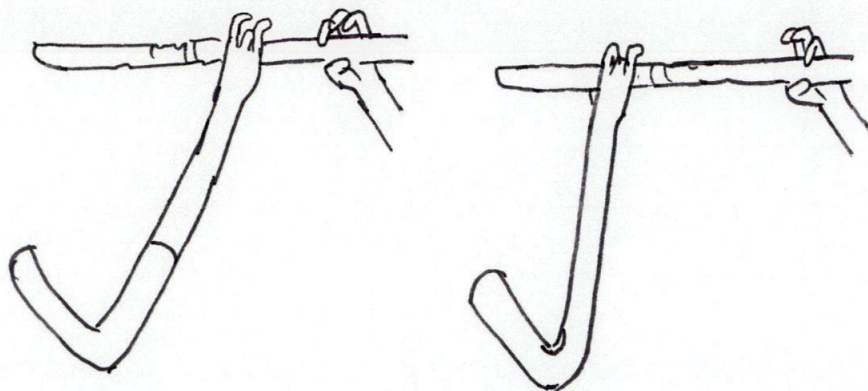
EPISODE #

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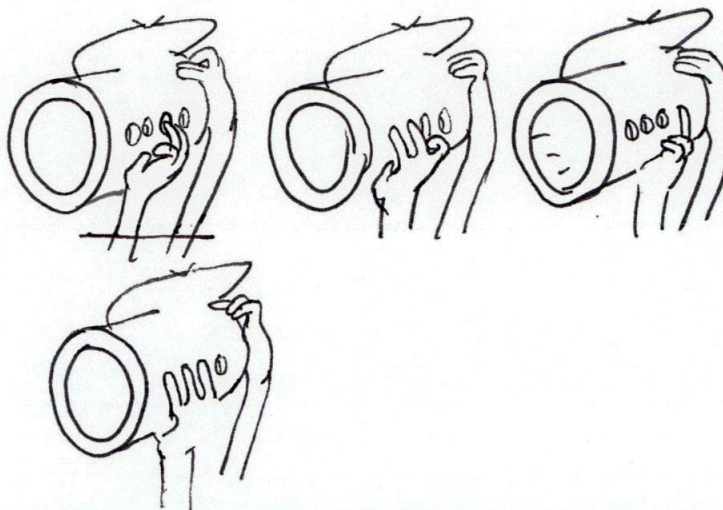
Production:

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ADDITIONAL FLUTE POSES



Sc. 157 REF



213A
214 NEXT

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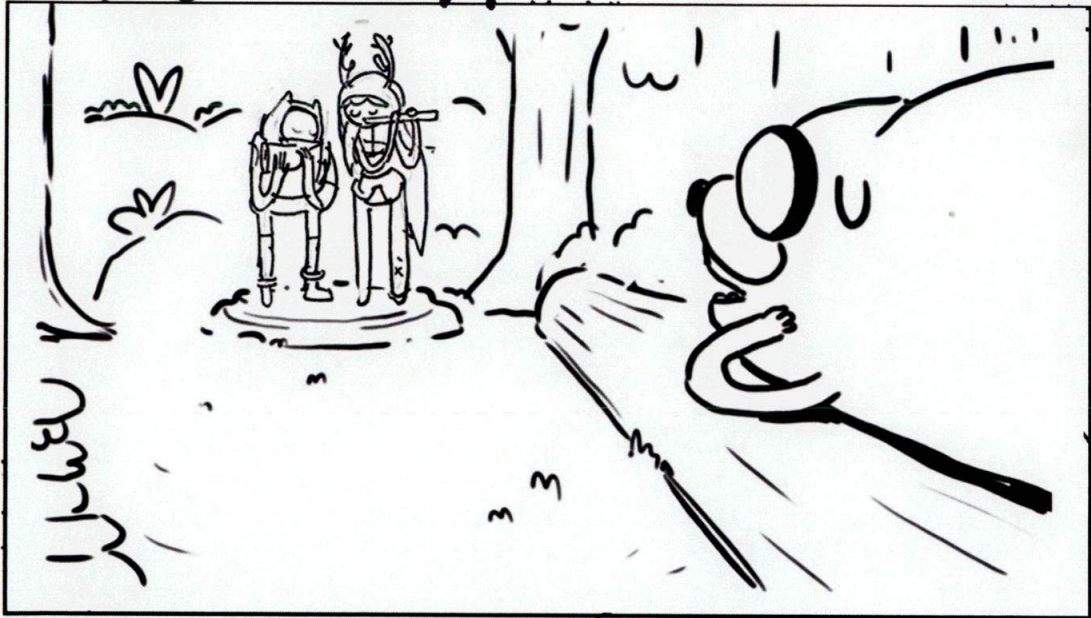
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1034/231

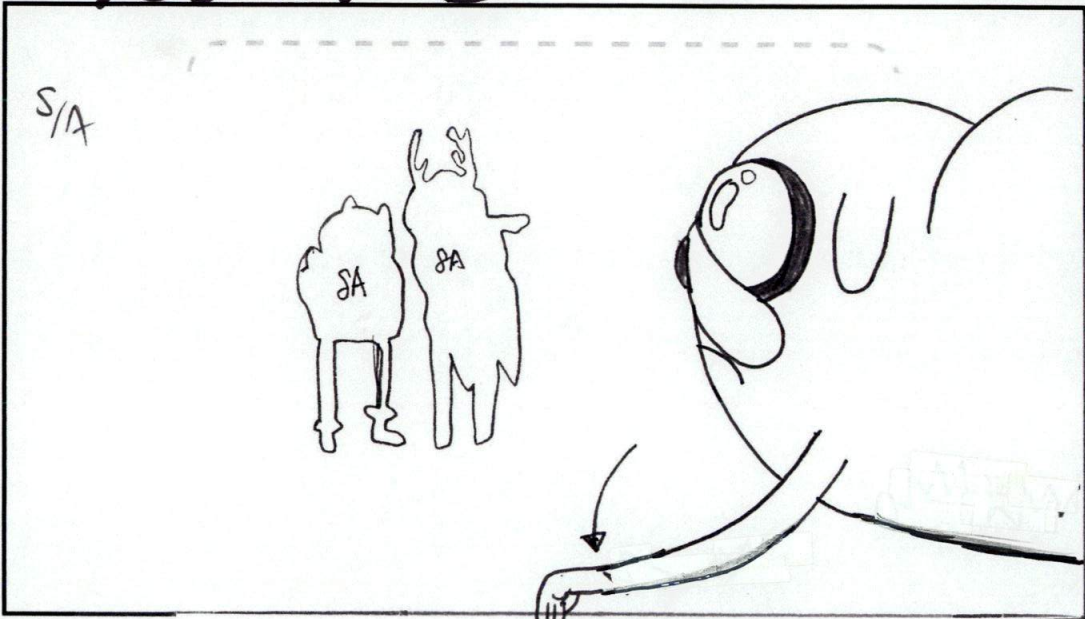
ADVENTURE TIME



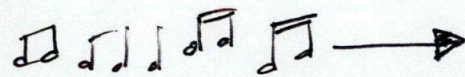
Sc. **158** Pnl. **A** Bg. day night



Sc. **158 cont** Pnl. **B** Bg. day night



Dialog:



SFX: ♪ SONG IS BEAUTIFUL ♪ →

Action:

-JAKE WATCHING

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Timing:

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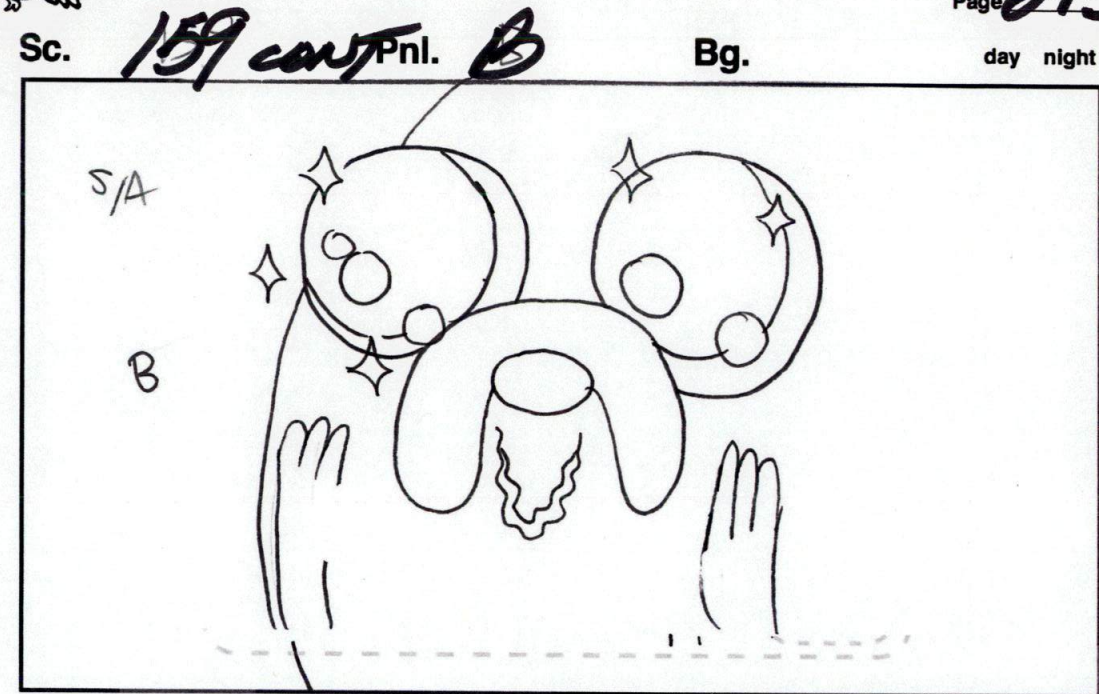
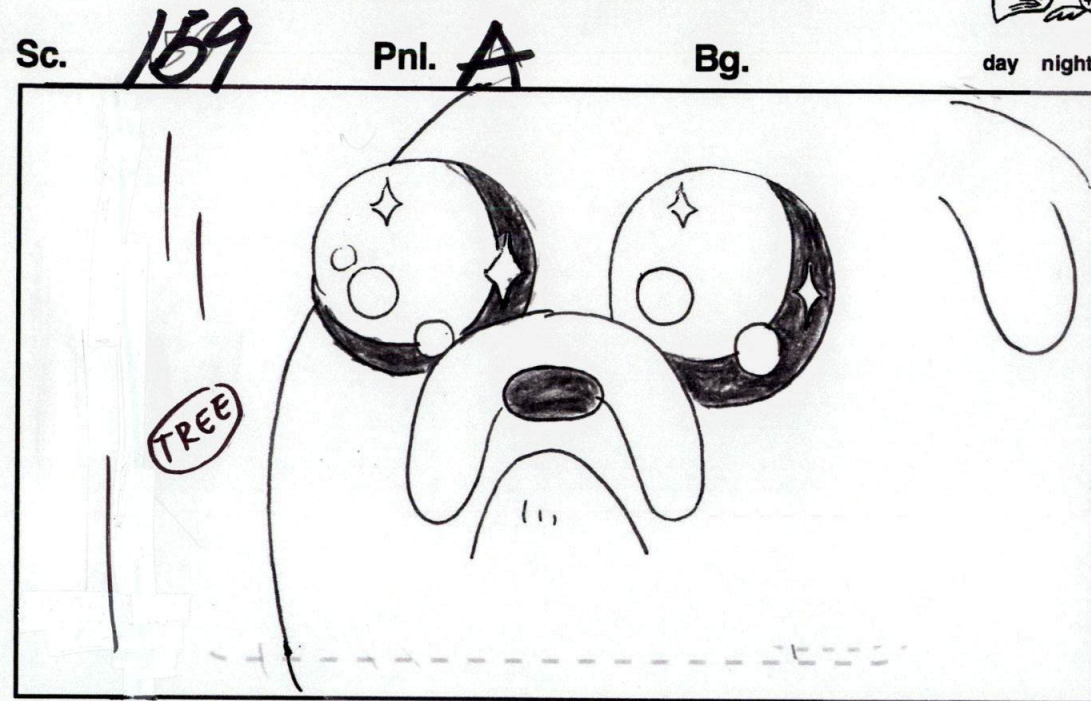
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ADVENTURE TIME



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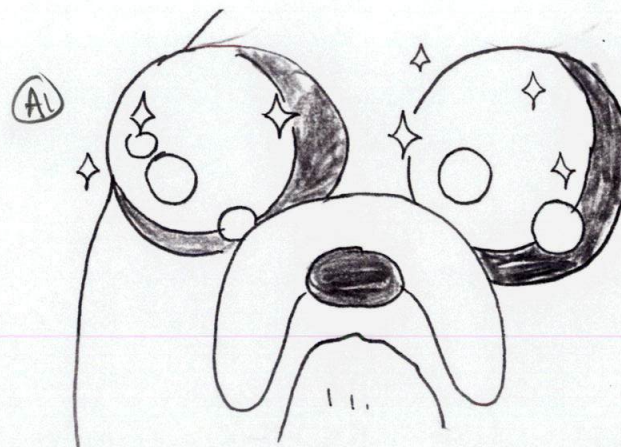


Dialog:

Action:

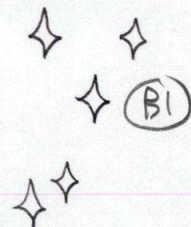
JAKE'S EYES GO ALL BIG
AND WOBBLY

Timing:



J/ WOWWW!!

ADDL.
SPARKLES



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Production:

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1034/231

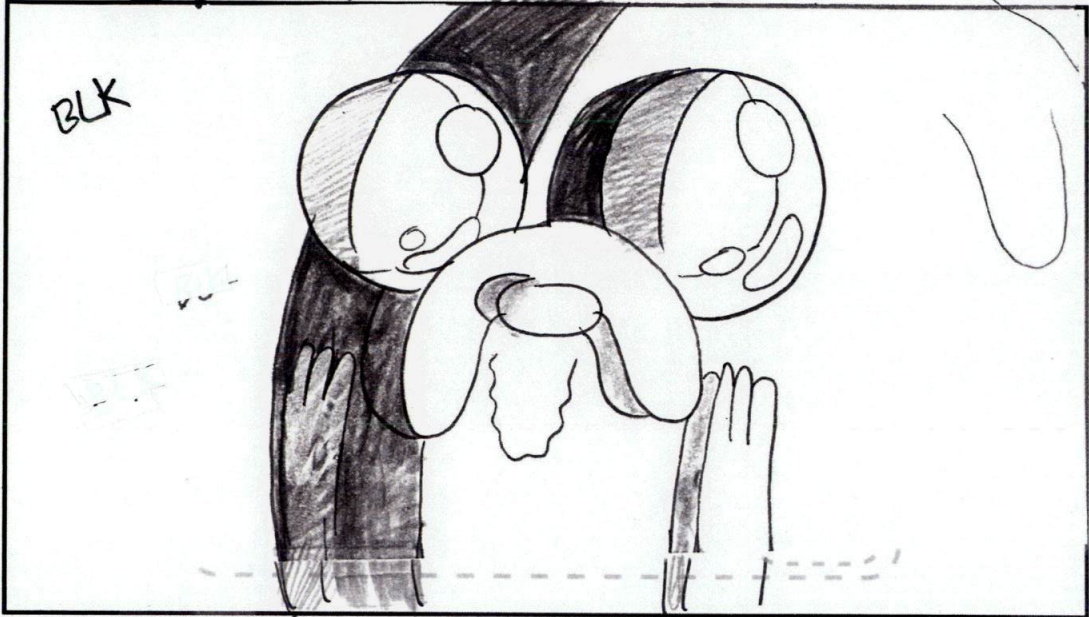
ADVENTURE TIME



Sc. 159 cont Pnl. C

Bg.

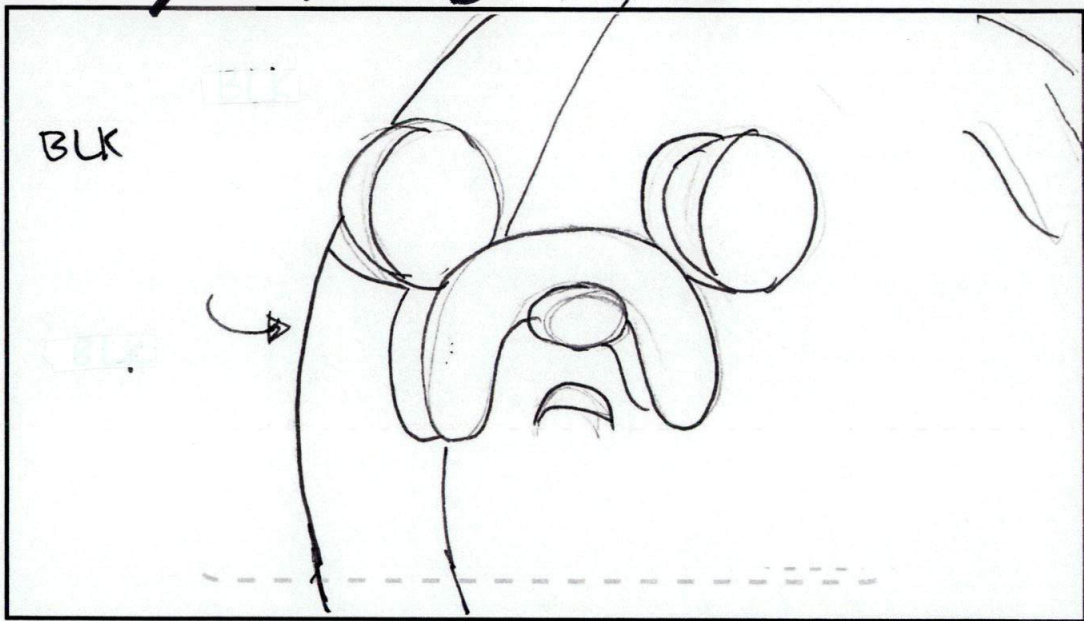
day night



Sc. 159 cont Pnl. D

Bg.

day night



Dialog:

J/ WHA?

Action:

BG FADES TO BLACK
BRIGHT LIGHT SHINES FROM RIGHT

JAKE TURNS TO LOOK

AUG 28 2015

Timing:

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EPISODE #

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Production:

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ADVENTURE TIME

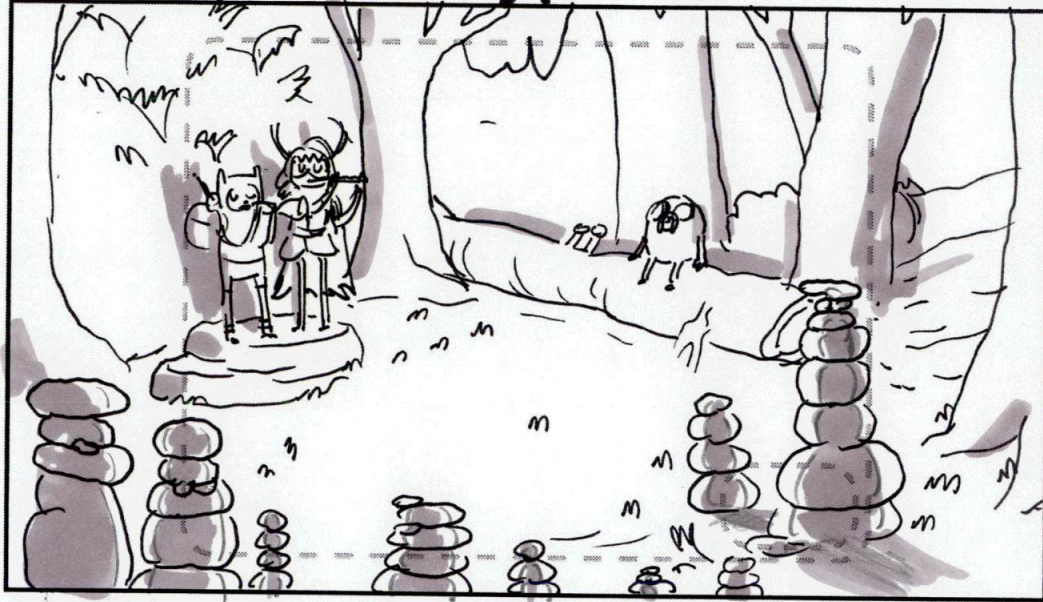


Sc. 1600

Pnl. A

Bg.

day night

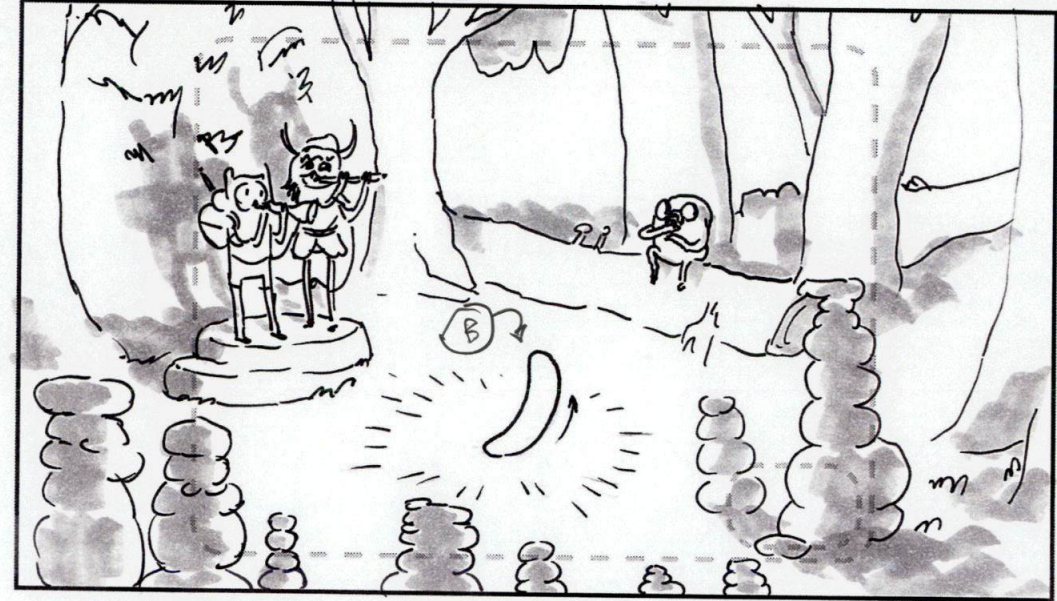


Sc. 160 cont

Pnl. B

Bg.

day night



Dialog:

SFX:

SFX: = GLOWY SOUND

Action:

+ WIND, MAYBE A HUM

Timing:

SPIRIT OF THE FOREST / Who summons me with the sweet song of longing ??



morphs on

AUG 28 2015

Produ

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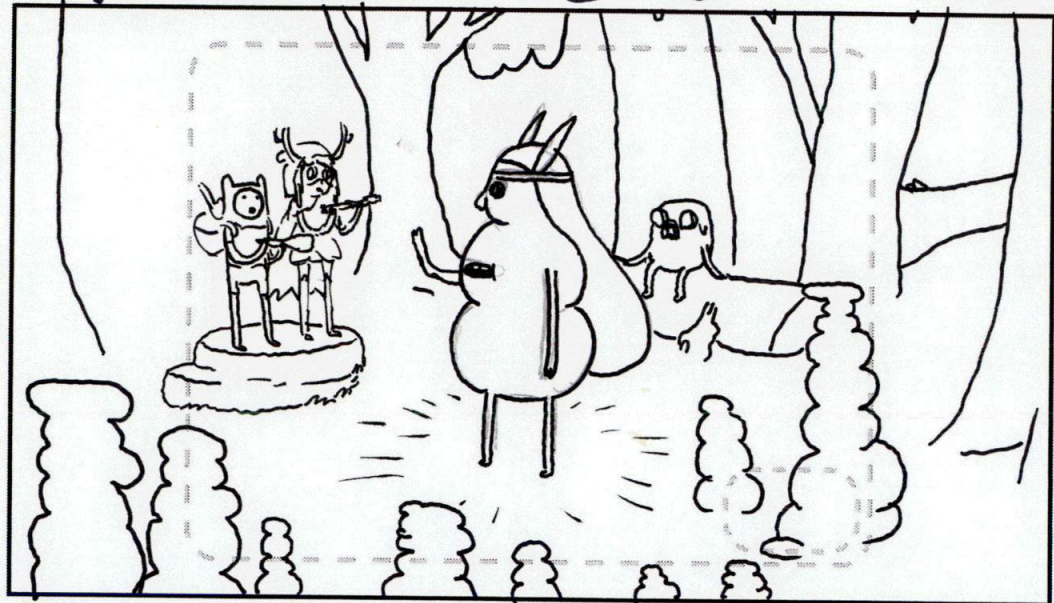
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ADVENTURE TIME



Page **218**

Sc. **160 cont** Pnl. **C** Bg. day night



Sc. **161** Pnl. **A** Bg. day night

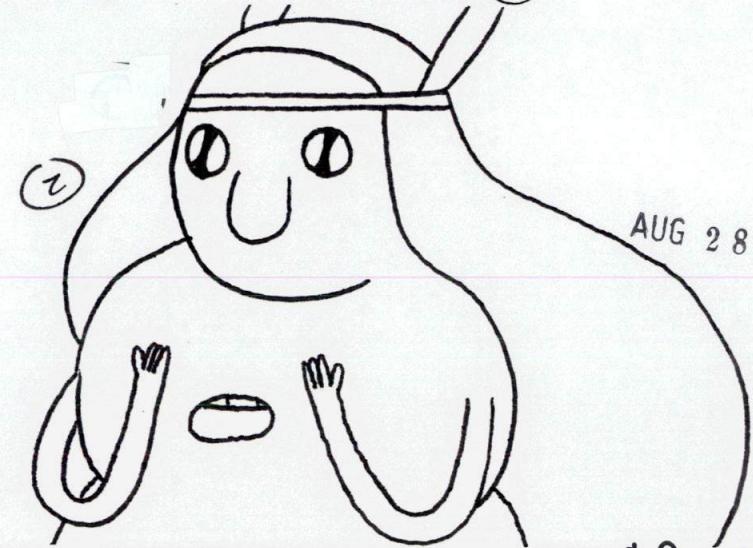


Dialog: **SotF / Oh heyo**

SotF / ① Can you see me now? ②

Action: **-SOTF COALESCEs, IN THE FLESH**

Timing:



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ADVENTURE TIME



Sc. **162** Pnl. **A** Bg. day night



Sc. **162 cont** Pnl. **B** Bg. day night Page **219**



Dialog: Huntress Wizard / Yes.

SotF / ^(cors) How's it been going?

Action:



Timing:

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Production:

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ADVENTURE TIME



Page **220**

Sc. **162 cont** Pnl. **C** Bg.

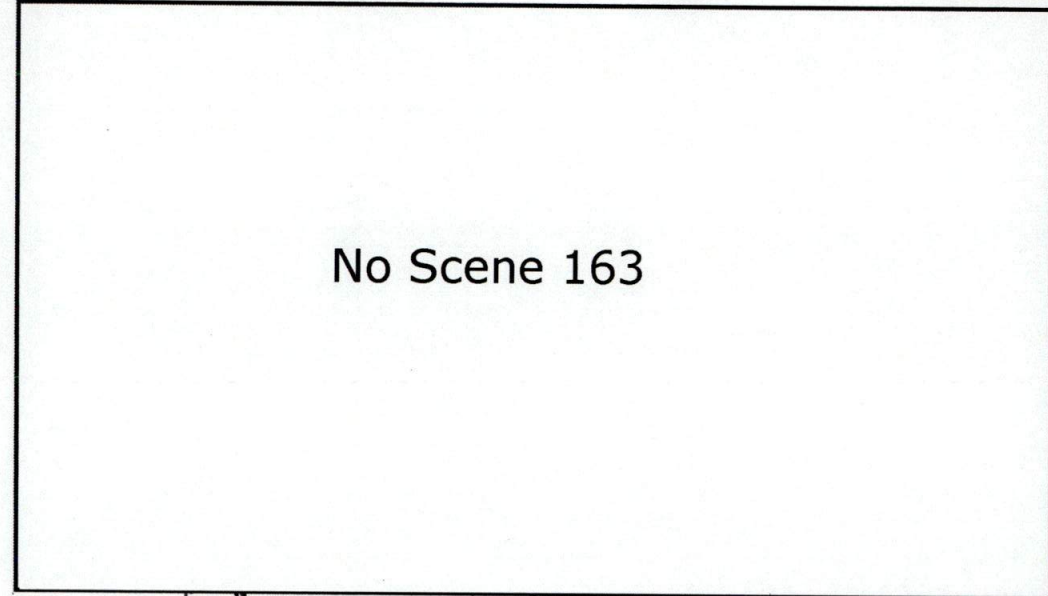
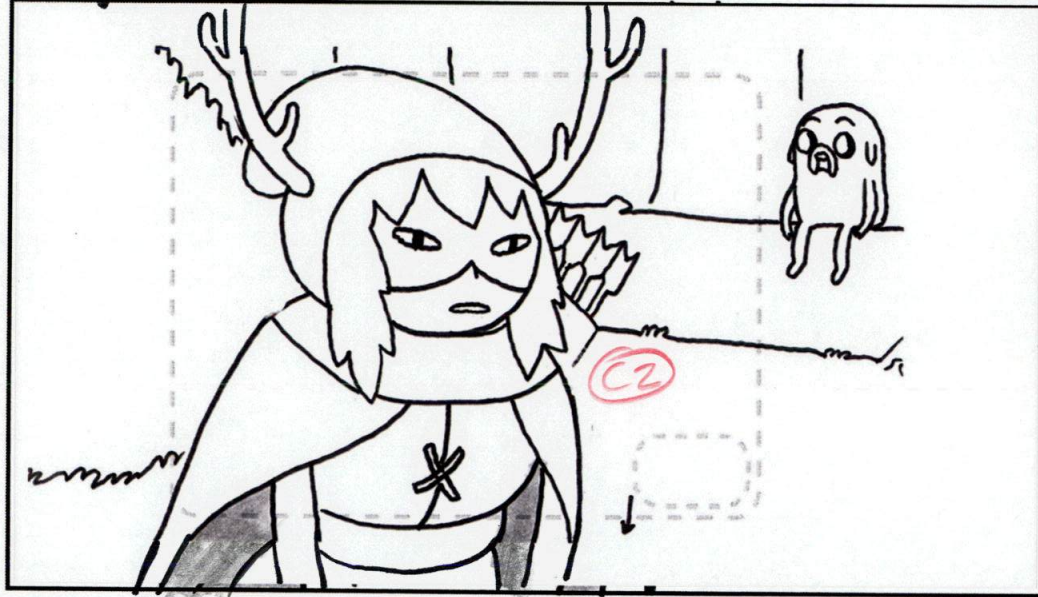
day night

Sc.

Pnl.

Bg.

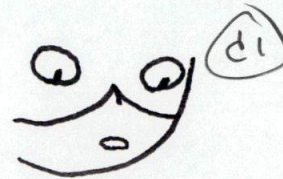
day night



Dialog:

HW ① I been talkin to a lot of twigs.
Where've you been, dude?

Action:



Timing:

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EPISODE #

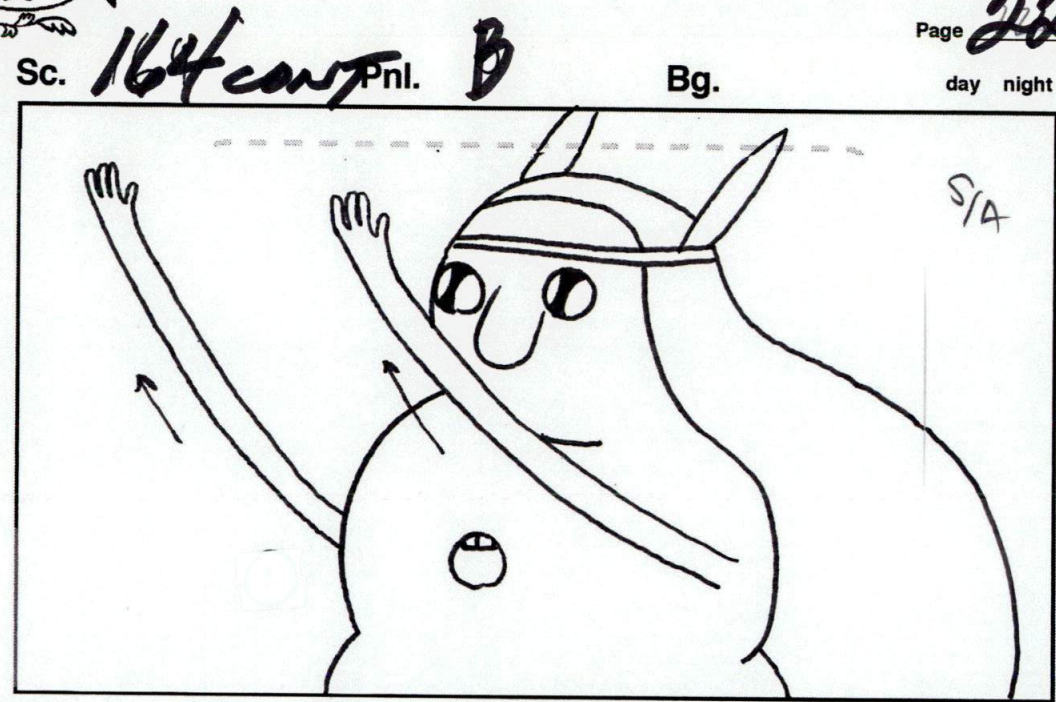
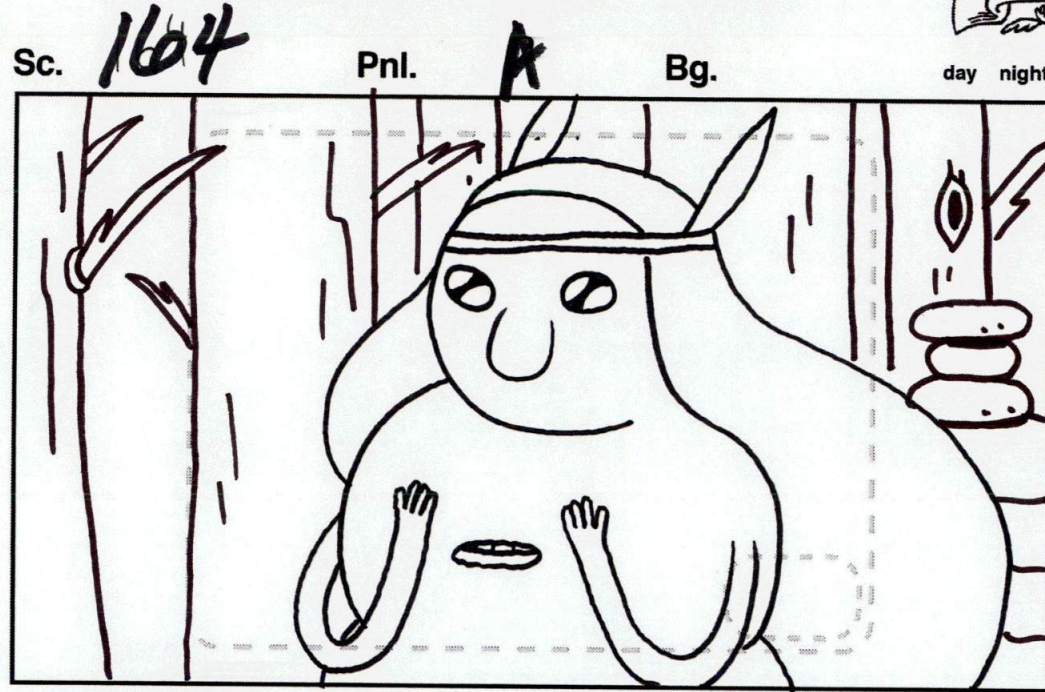
1034-231

Production:

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ADVENTURE TIME

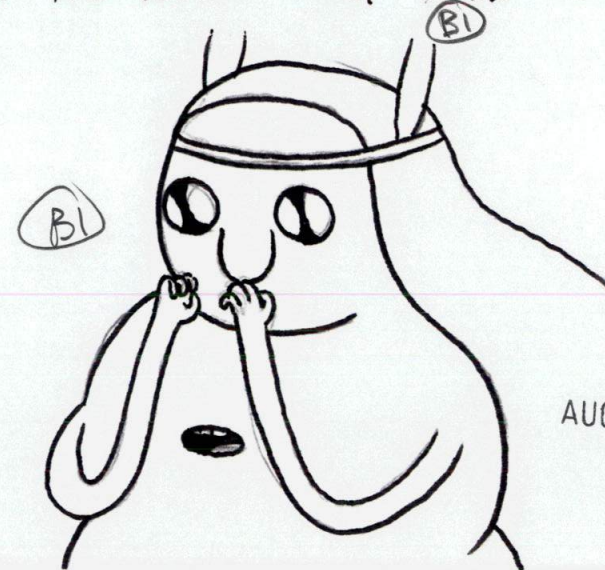


Dialog: SotF / I've been right here

Action:

Timing:

SotF! but the forces that drew us close



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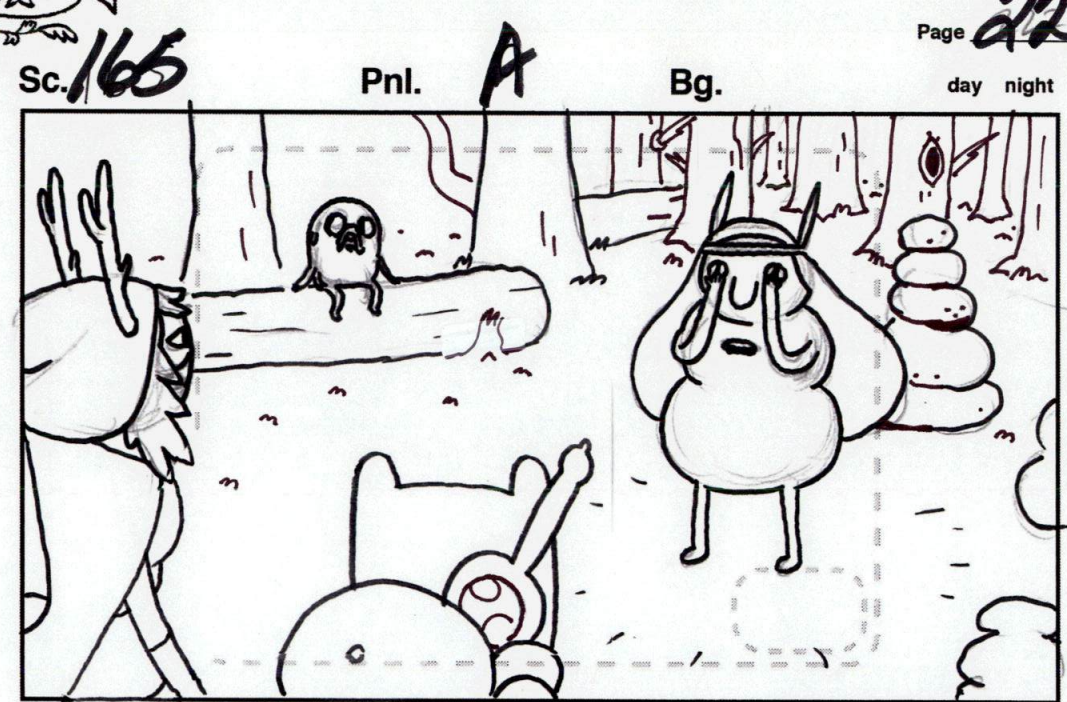
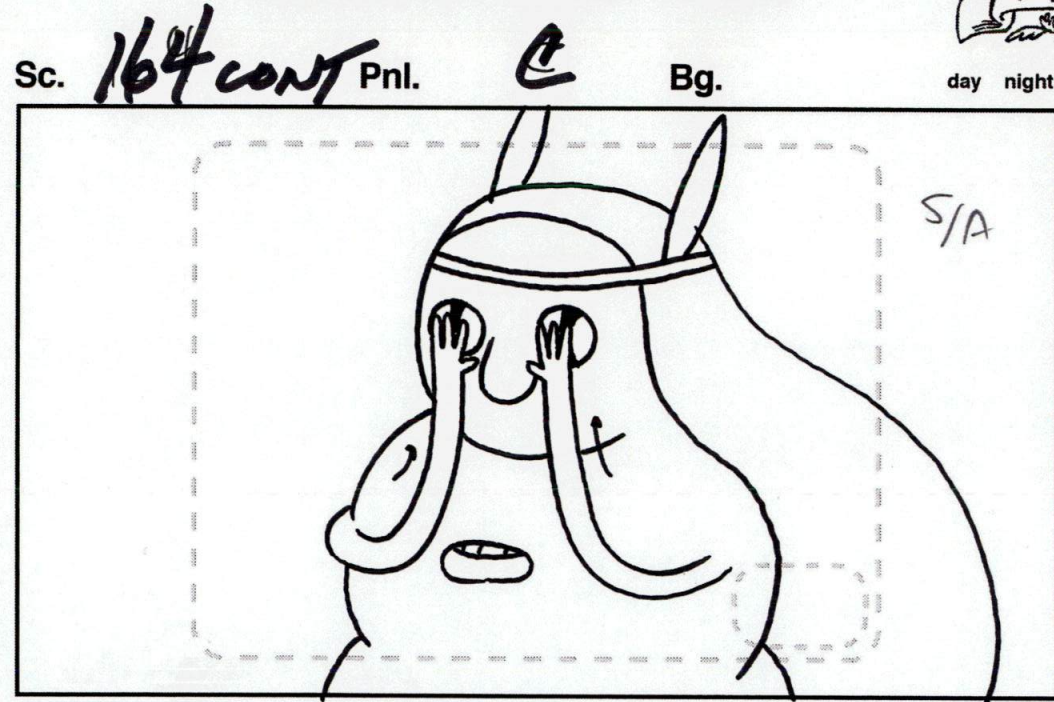
EPISODE #

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ADVENTURE TIME



Dialog: SotF/- became obscured -

SotF/- as you drifted into the lifestyles of magic city livin'!

Action:

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Timing:

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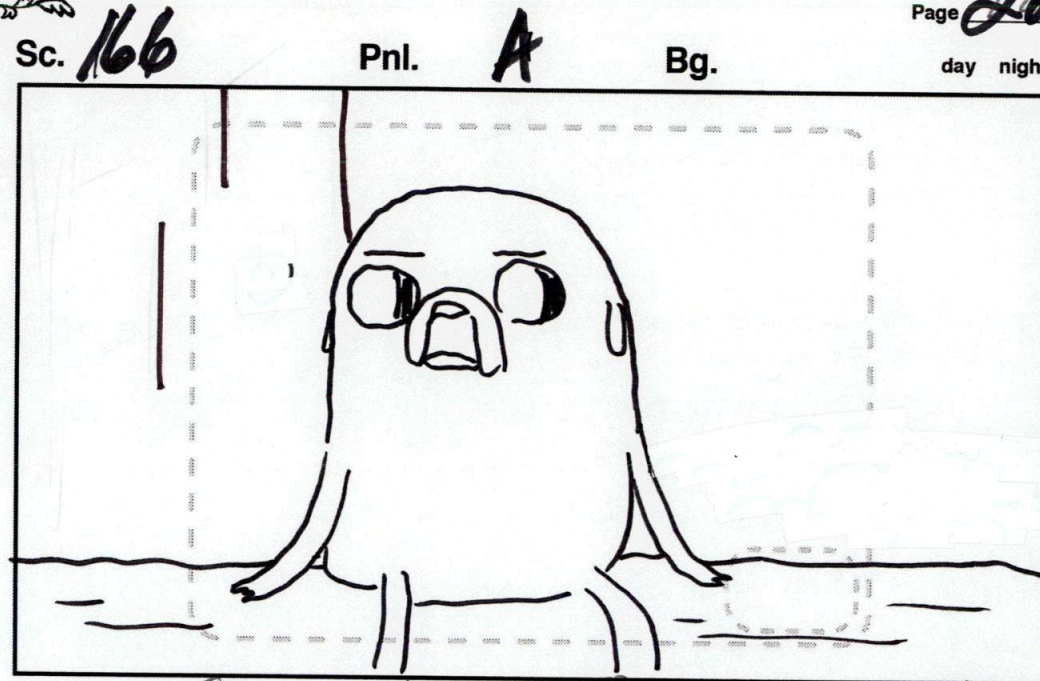
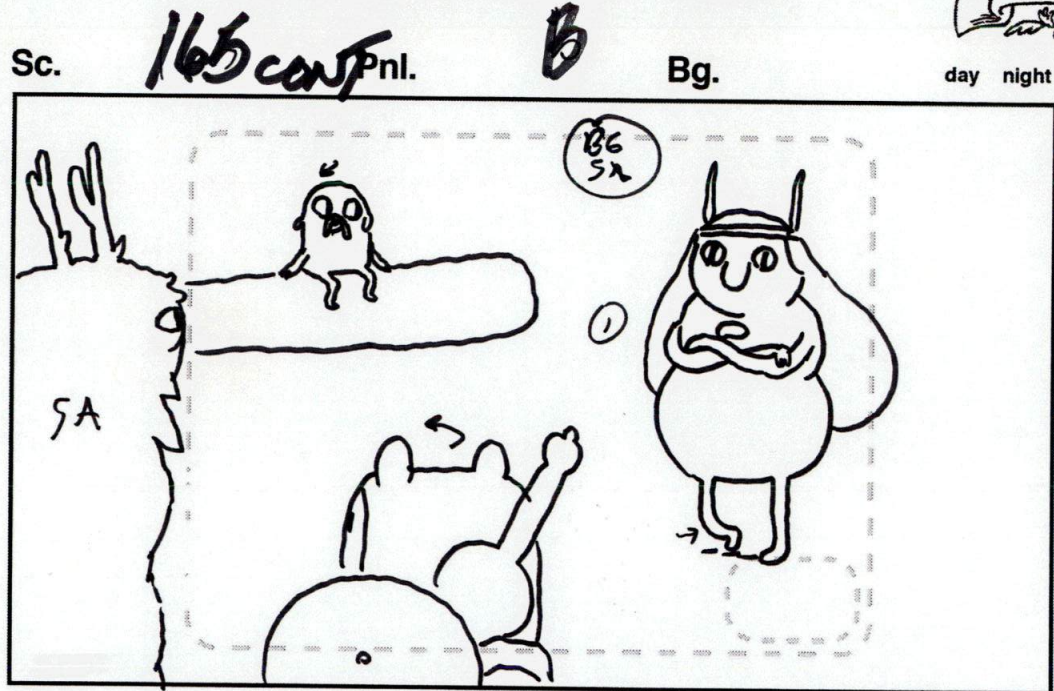
Production:

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ADVENTURE TIME



Page **223**
day night

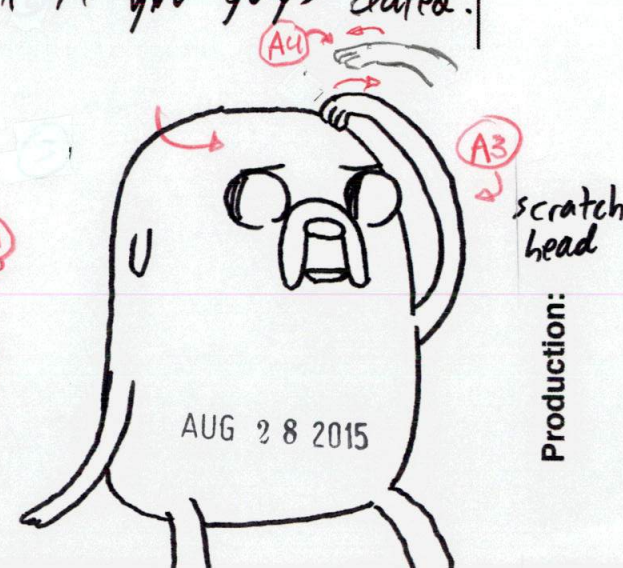
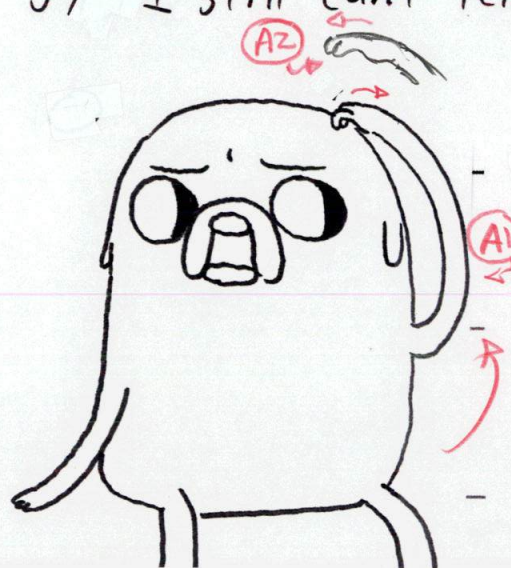


Dialog: Sot F ① Attracting forces ② come and go.
③ it's the way of the world. ④

J/ I still cant tell if you guys dated.

Action:

Timing:



scratch head

Production:

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ADVENTURE TIME



Sc. **167**

Pnl. **A**

Bg.

day night

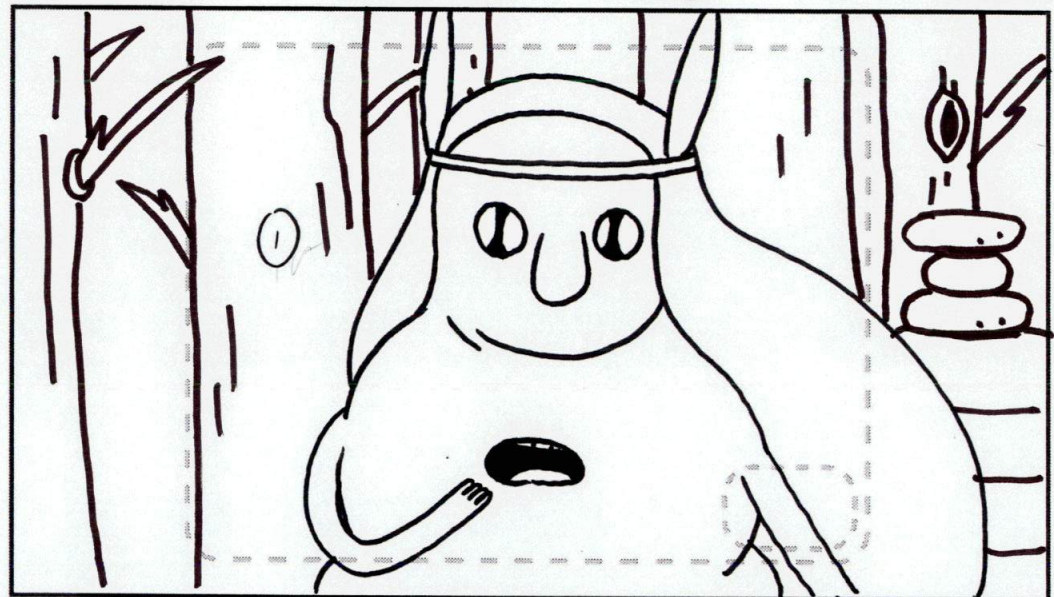


Sc. **168**

Pnl. **A**

Bg.

day night



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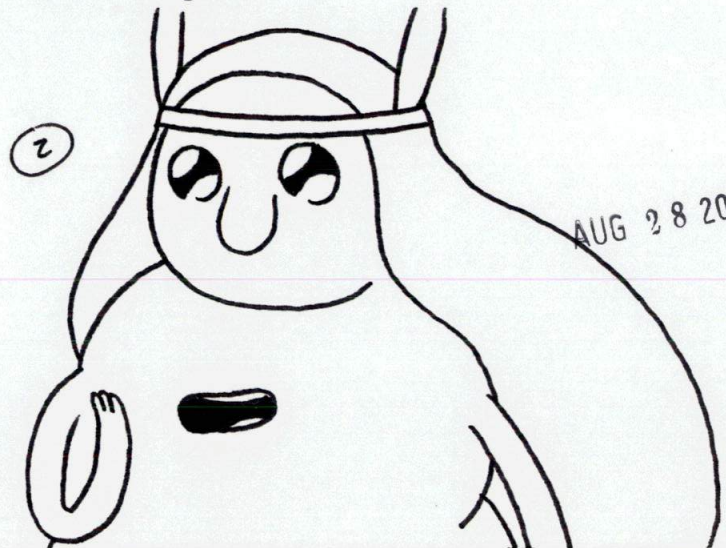
Dialog: HW/But I'm ready to come back now...

Action:

Timing:



SotF / Are ya though?



AUG 28 2015

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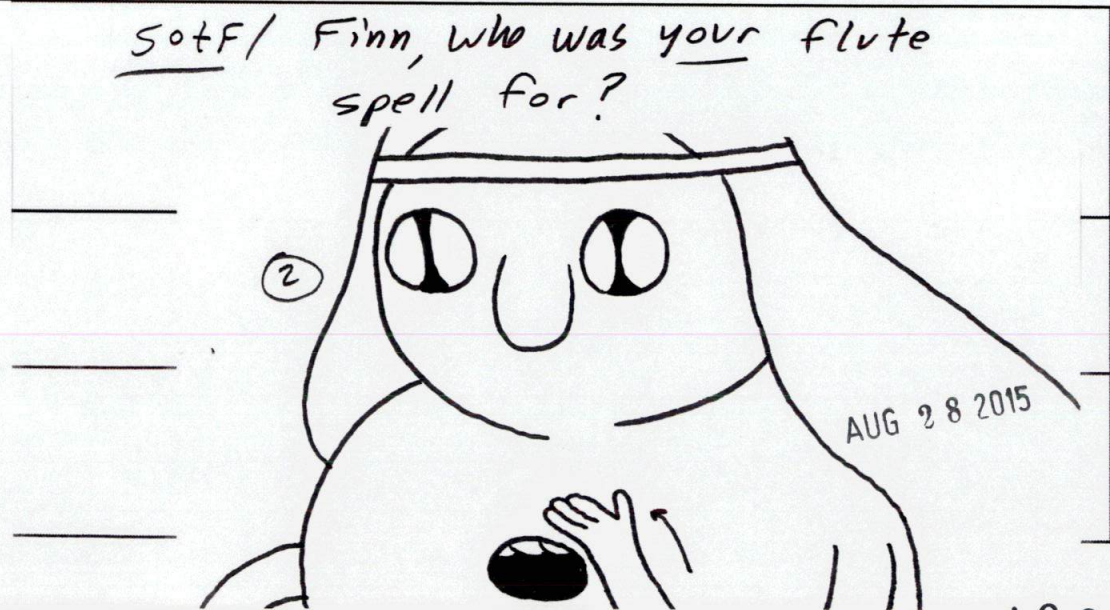
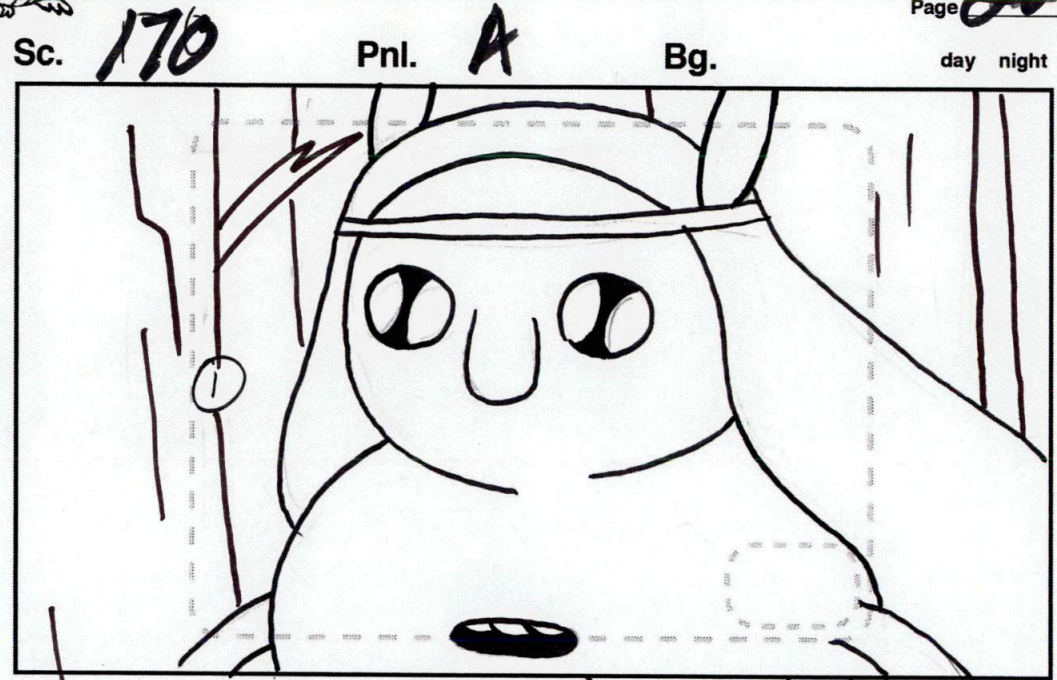
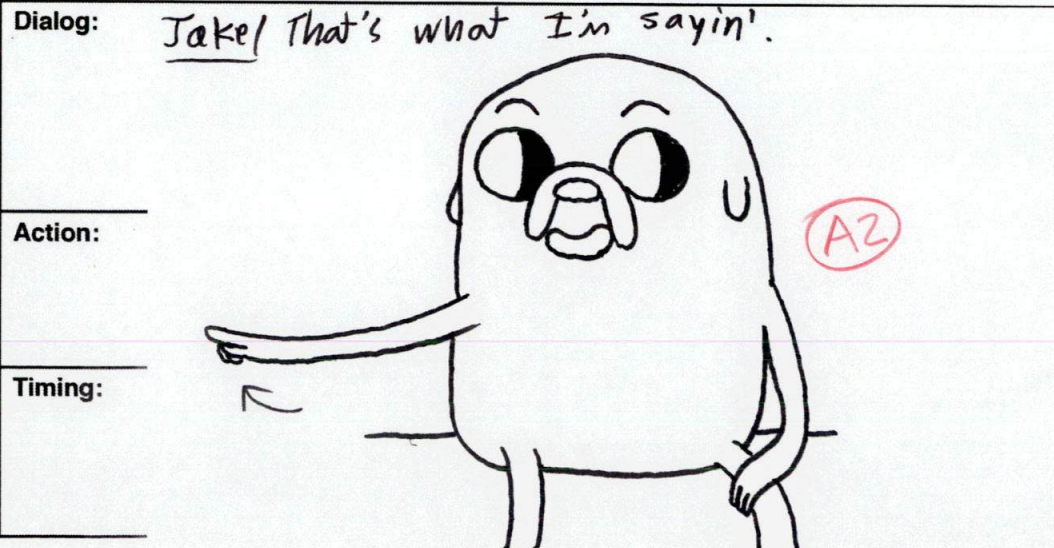
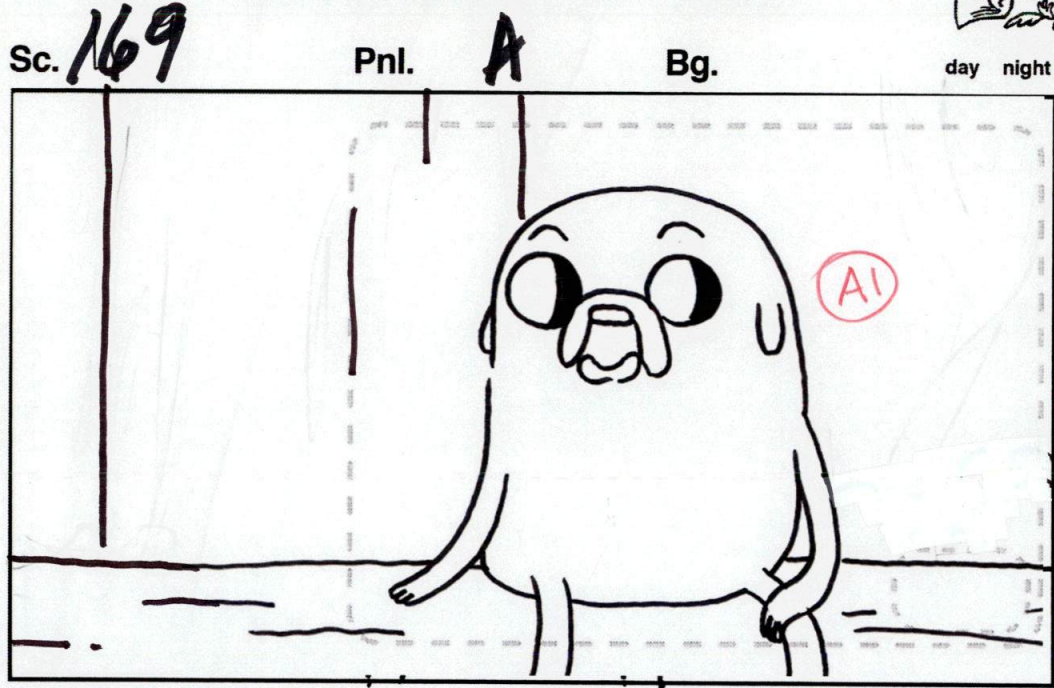
Production:

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ADVENTURE TIME



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EPISODE #

Production:

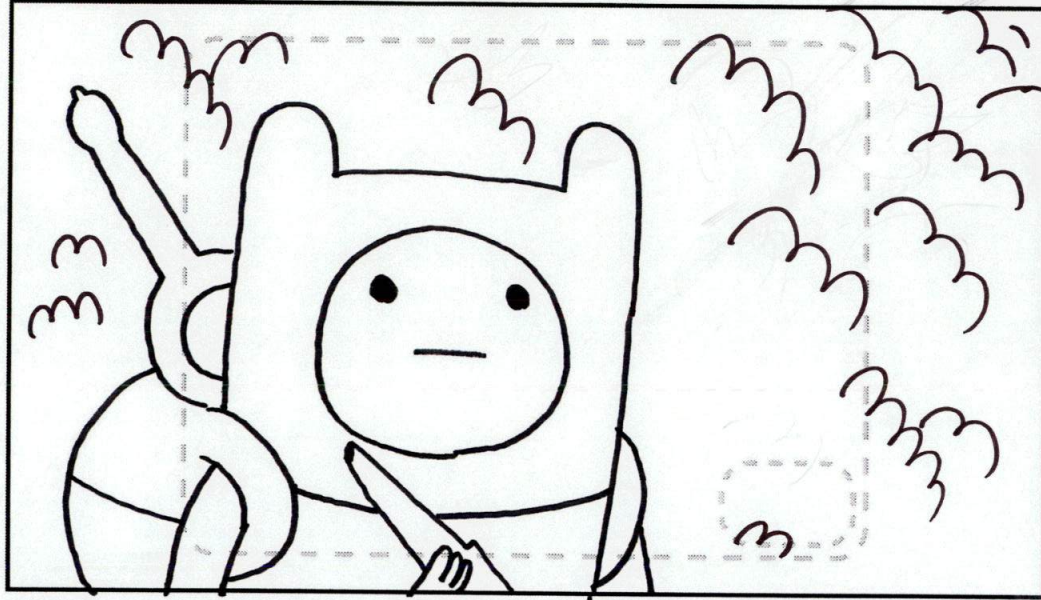
1034/231

1034/231

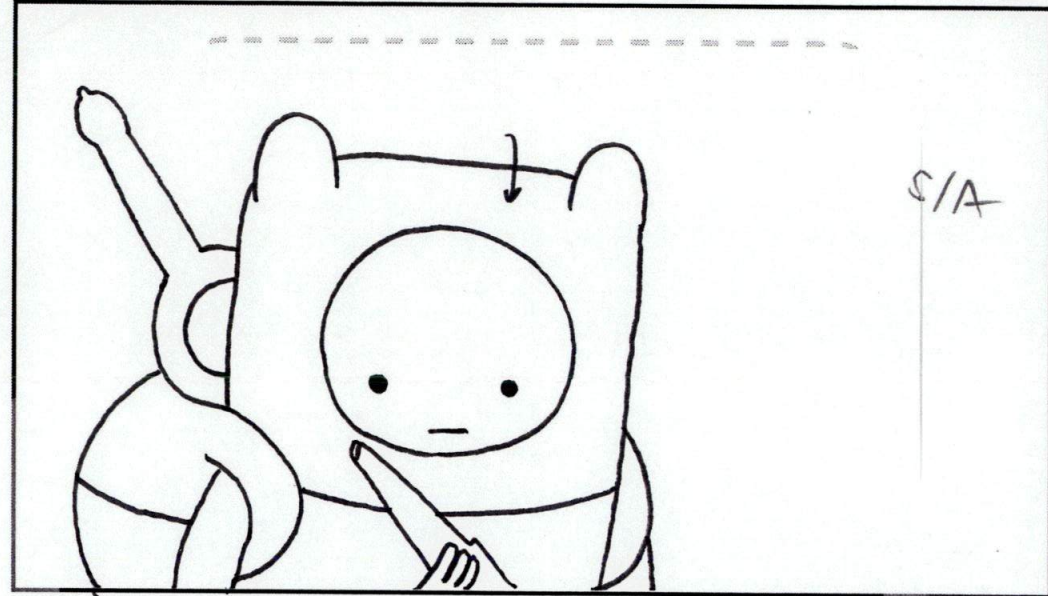
ADVENTURE TIME



Sc. **171** Pnl. **A** Bg. day night



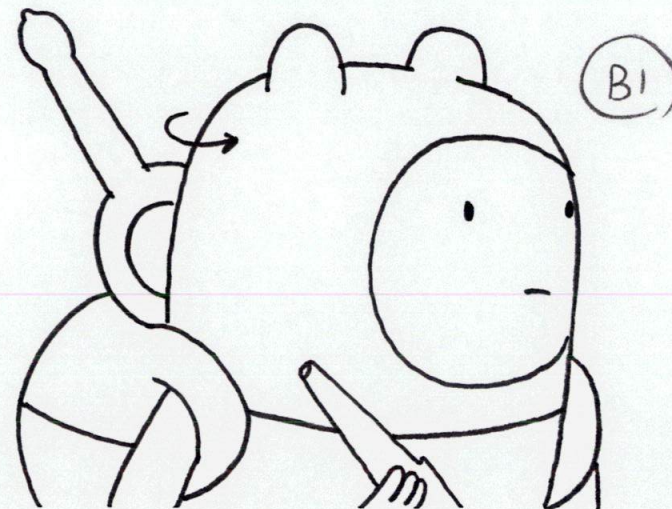
Sc. **171 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



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-F. LOOKS
AT TUSHY,
THEN AT JAKE

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Production:

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ADVENTURE TIME



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Sc. **172**

Pnl. **A**

Bg.

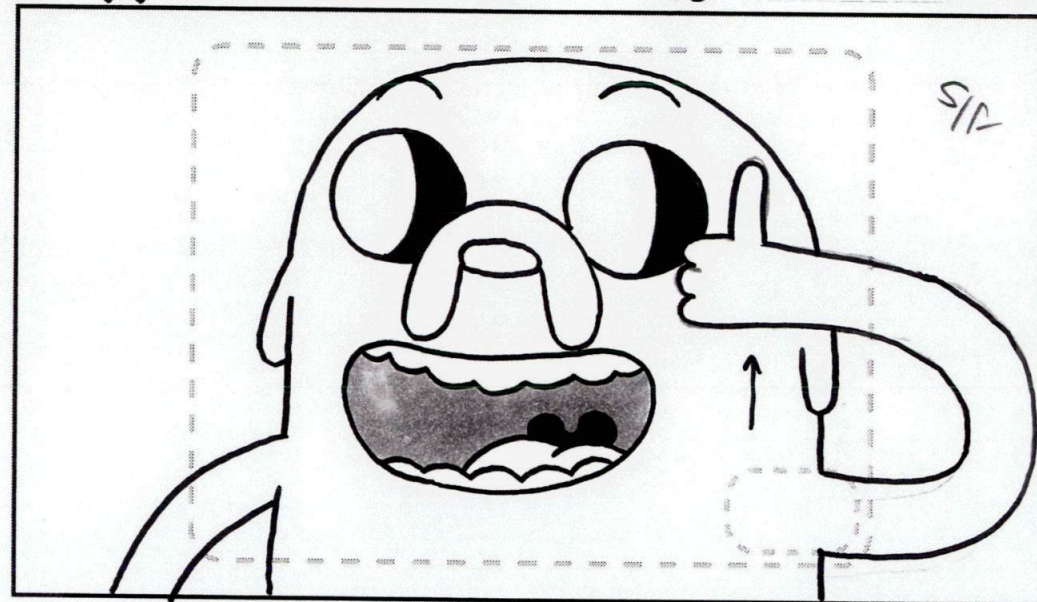
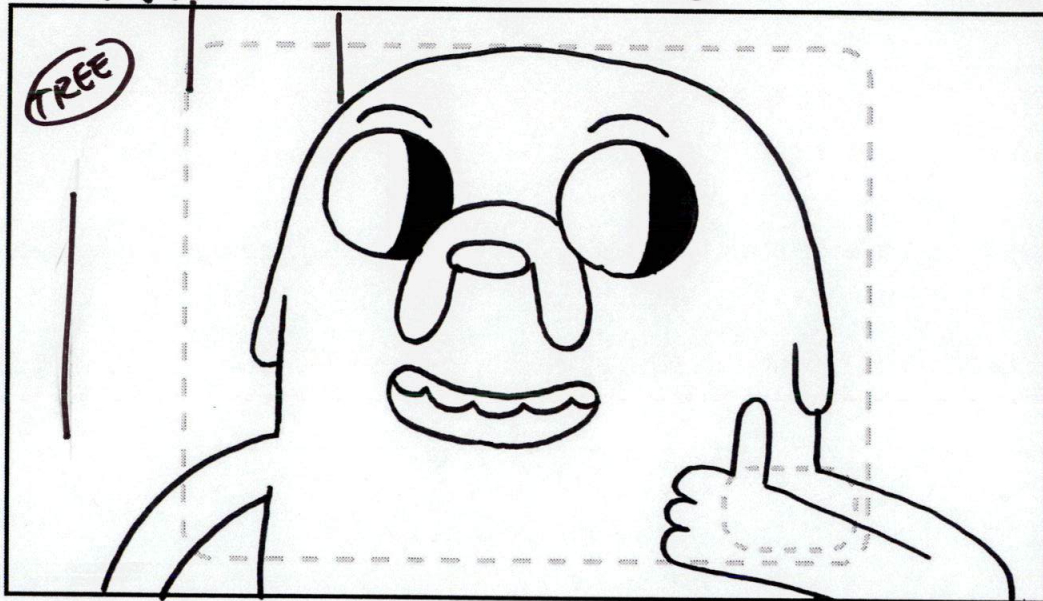
day night

Sc. **172 cont.**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

THUMBS UP

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Production:

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ADVENTURE TIME



Page **228**
day night

Sc. **173**

Pnl. **A**

Bg.

day night

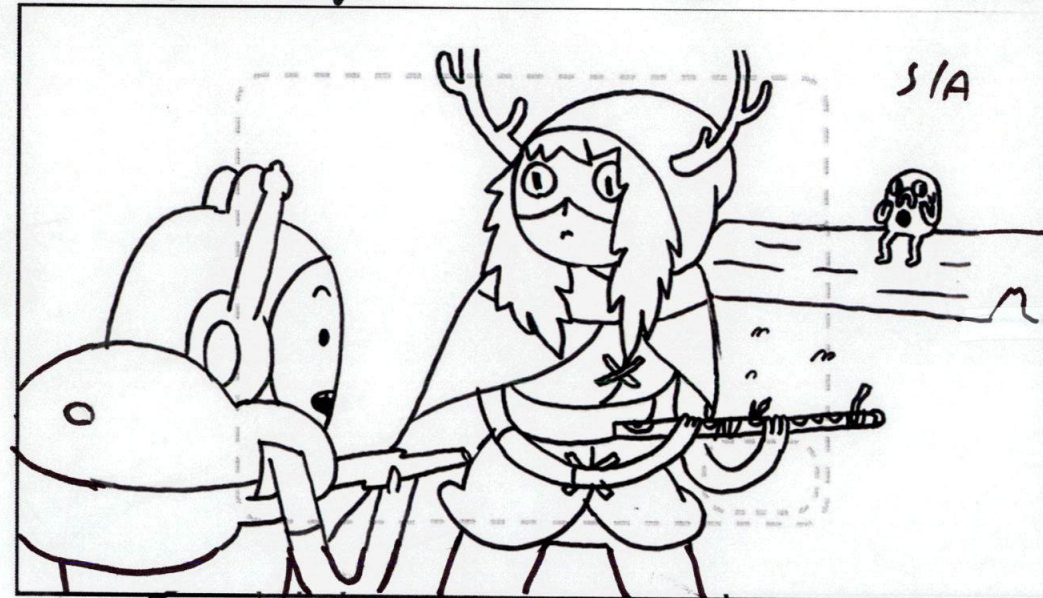


Sc. **173 cont**

Pnl. **B**

Bg.

day night



Dialog:

Finn/ I was playing my flute for you the
whole time.

(B)
(JMC REACT)

Action:

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Timing:

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1034/231

ADVENTURE TIME

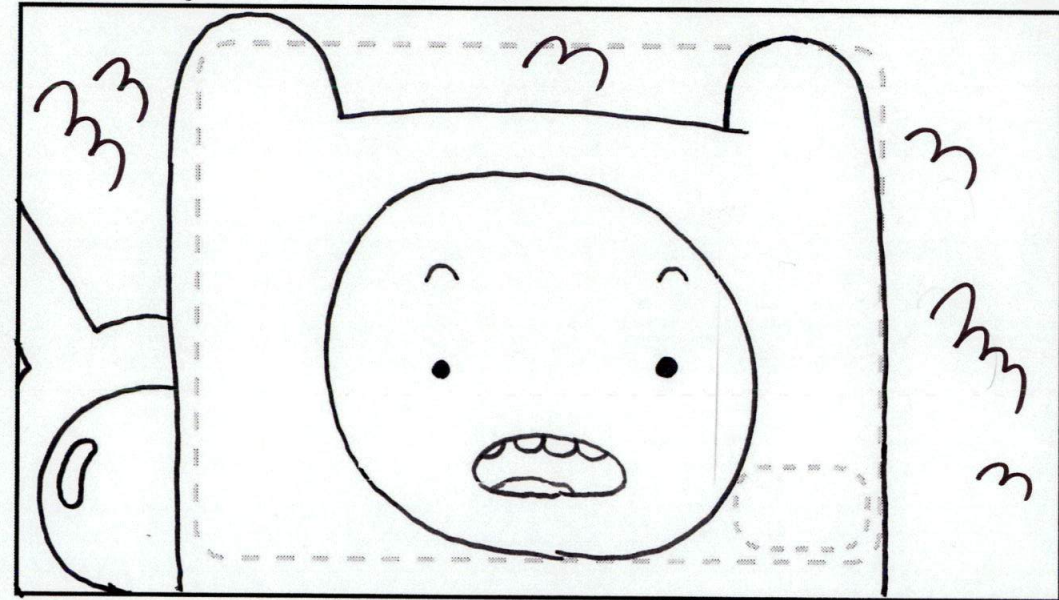


Sc. 174

Pnl. A

Bg.

day night



Sc. 175

Pnl. A

Bg.

Page 229
day night



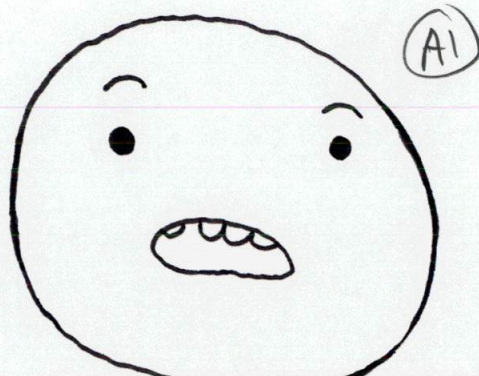
Dialog:

Finn / But I knew you had a thing with this dude

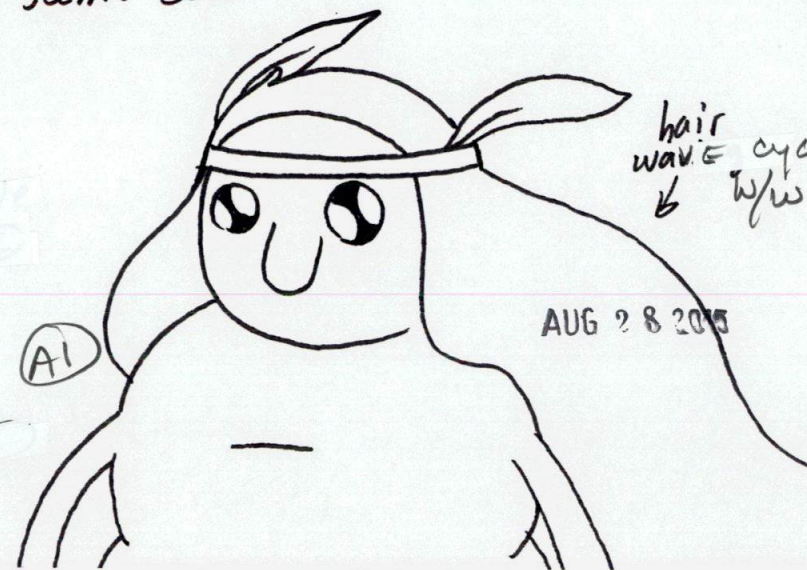
F / and he seems cool
(o/s)

Action

Timing



Wind rustling
Blowing
Hair



hair wave cycle
w/w str dn

AUG 28 2015

Production:

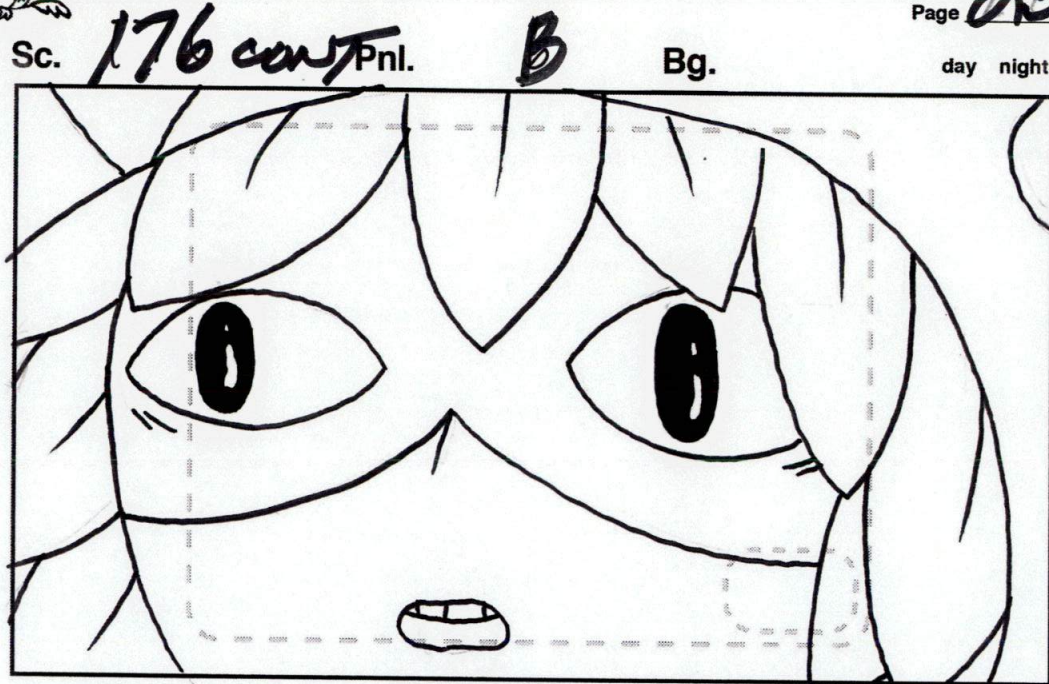
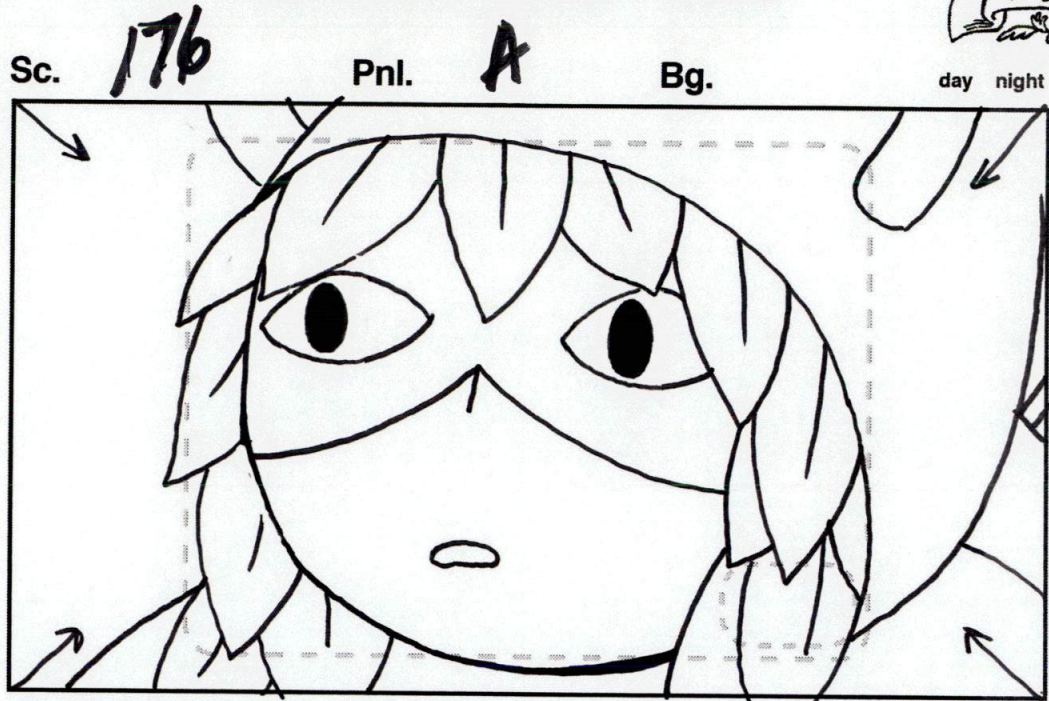
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1034/231

ADVENTURE TIME



Dialog:	F/so I was just gonna keep playing this flute song about my secret feelings until my flute broke.	
Action:	—truck in on Huntress Wizard	
Timing:		

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EPISODE # 1034-231

Production:

1034/231

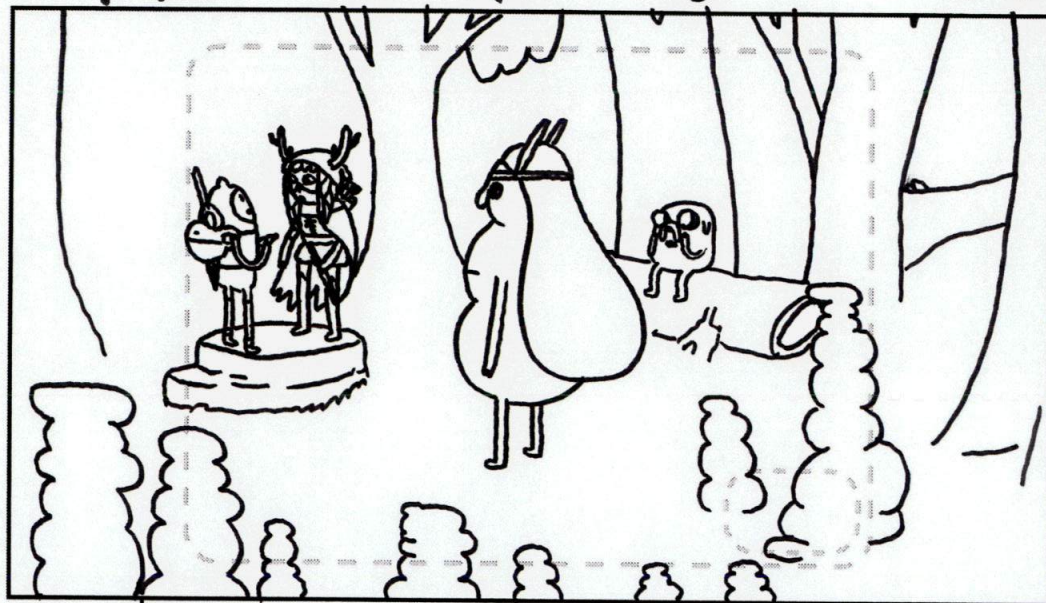
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ADVENTURE TIME



Page **231**

Sc. **177** Pnl. **A** Bg. day night



Sc. **177 cont** Pnl. **B** Bg. day night



Dialog:	<p>Huntress Wizard/ I uh... I WORRY THAT... HW/ hard meat don't get eat.</p>
Action:	<p>AUG 28 2015</p>
Timing:	

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Production:

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1034/231

ADVENTURE TIME

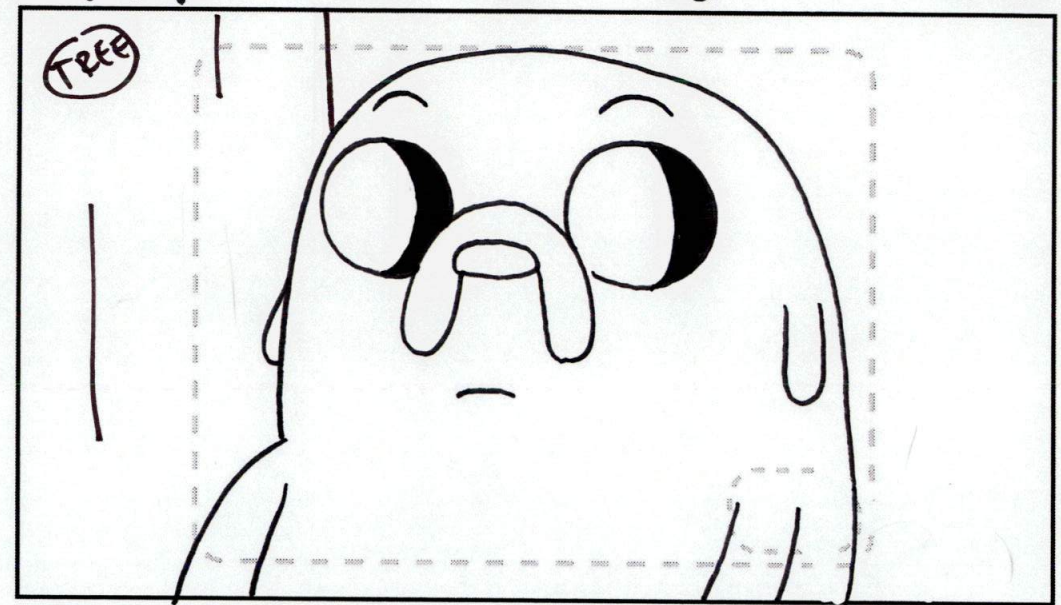


Page **232**

Sc. **178** Pnl. **A** Bg. day night



Sc. **179** Pnl. **A** Bg. day night



That is to say:

Dialog: **HW** ① If I ever find what I'm looking for ② I'll become soft + —————→ and cease to matter in this world.



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Production:

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1034/231

1034/231

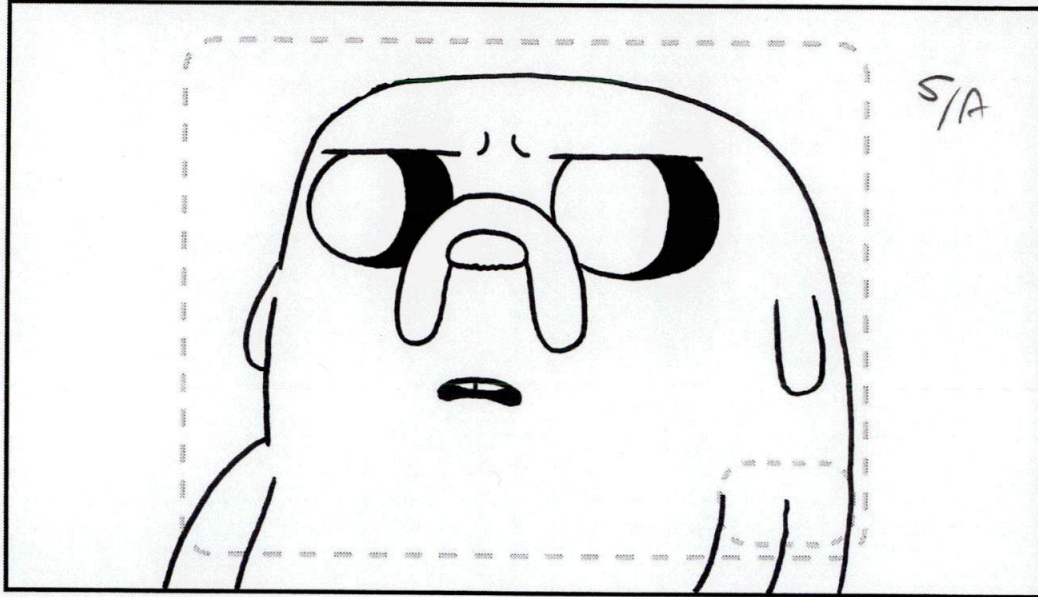
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ADVENTURE TIME



Sc. **179 cont** Pnl. **B** Bg.

day night



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day night

Sc. **180** Pnl. **A** Bg.



Dialog: Jake/ WAT

Action:

Timing:

HW / OFear of softness ② IS WHAT DROVE ME TO THE--



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Production:

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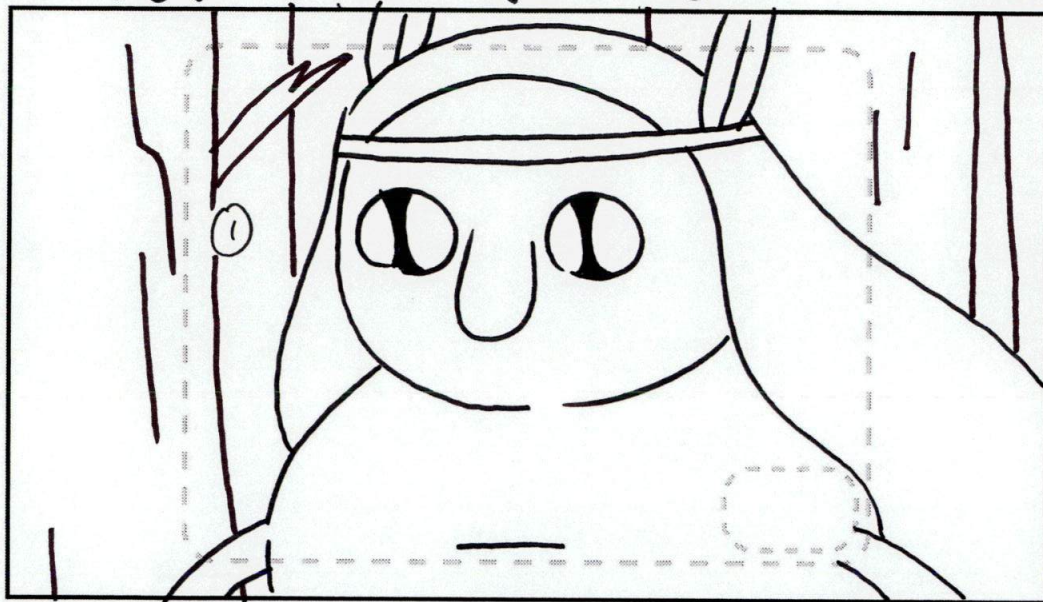
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1034/231

ADVENTURE TIME



Sc. **181** Pnl. **A** Bg. day night



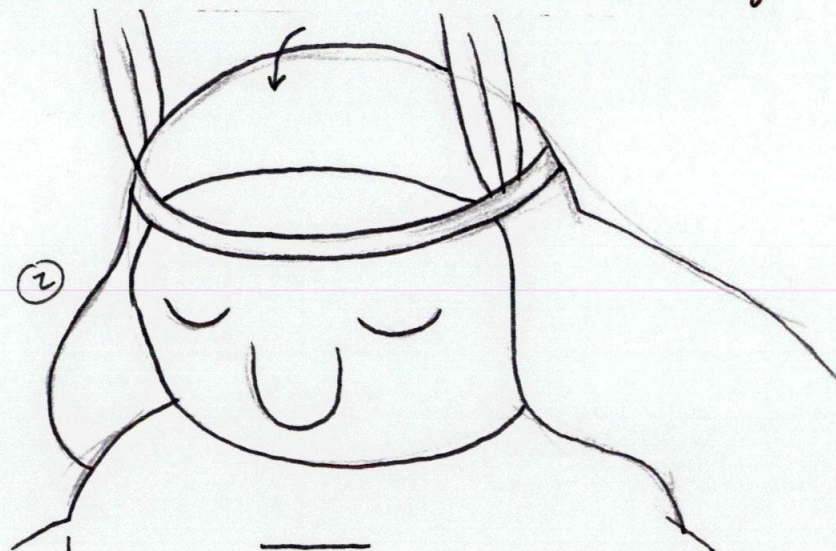
Sc. **182** Pnl. **A** Bg. day night

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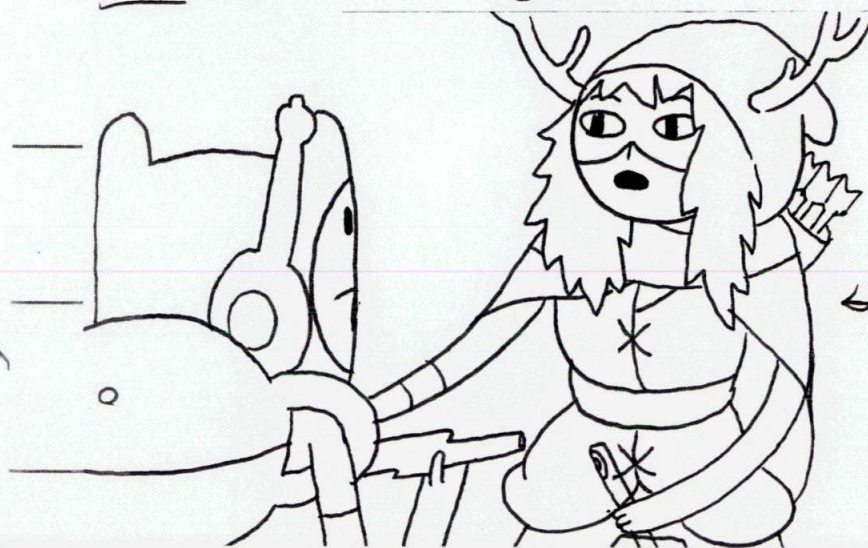


Dialog: HW(ost)- Mad and sad world of wizarding

Action:
①②-①
nod
head
Timing:



HW/Dand Finn...②



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ADVENTURE TIME



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Sc. **182** CONT Pnl. **B** Bg.

day night

Sc. **182** CONT Pnl. **C** Bg.

day night



Dialog: Finn / Yeah what

SFX: = SMOOCH =

Action:

AUG 28 2015

Timing:

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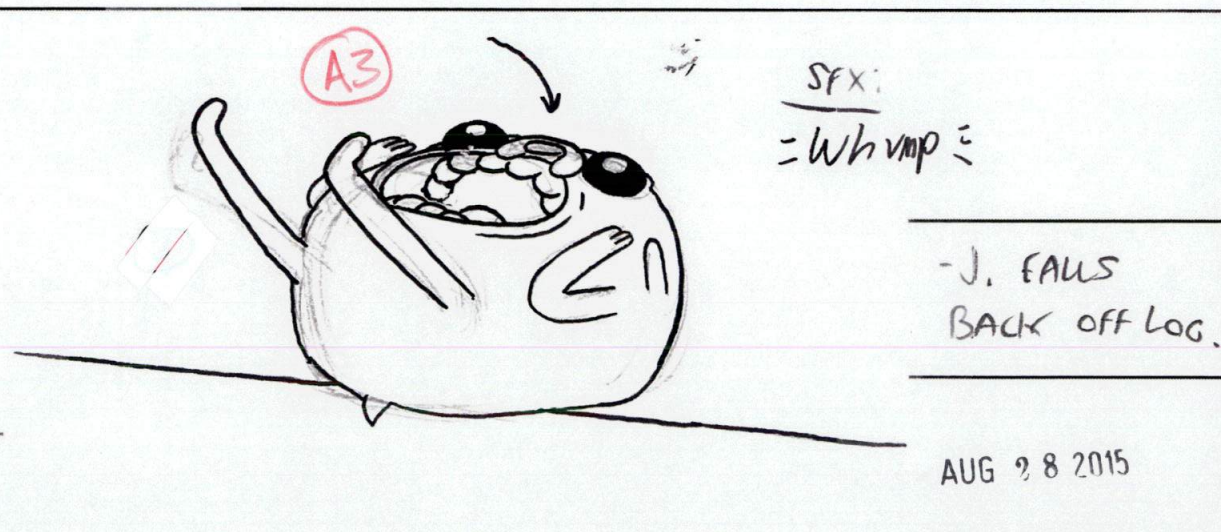
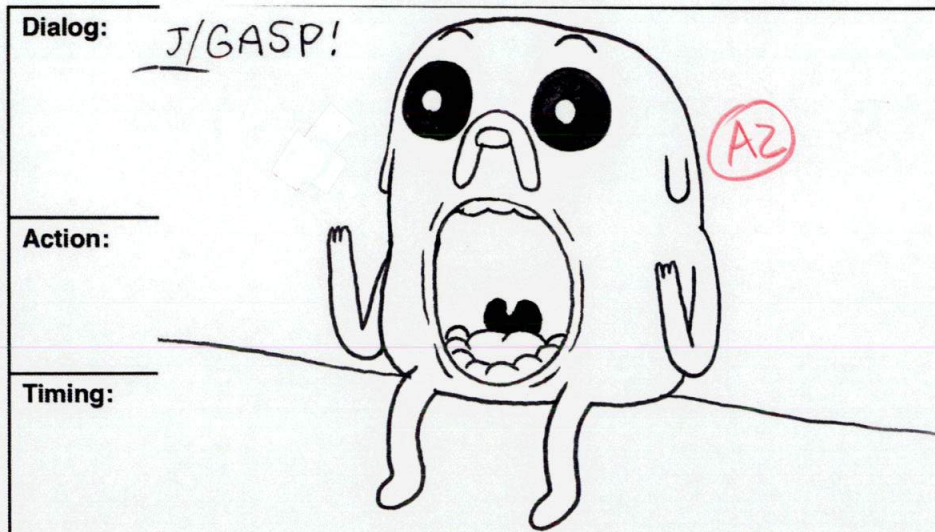
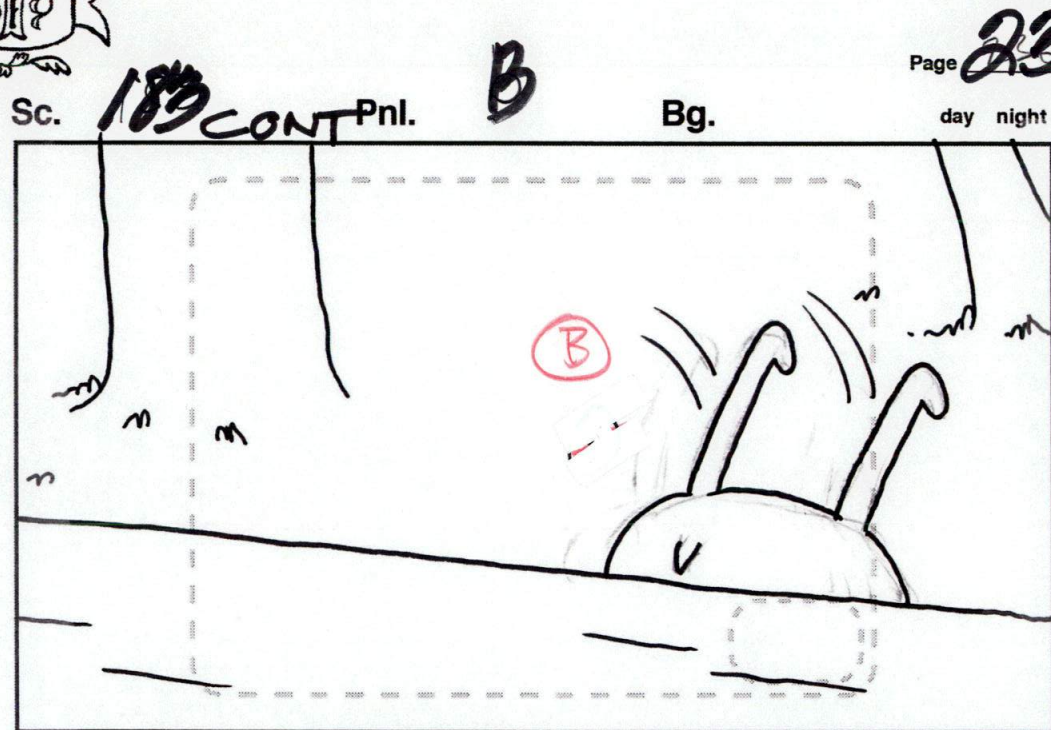
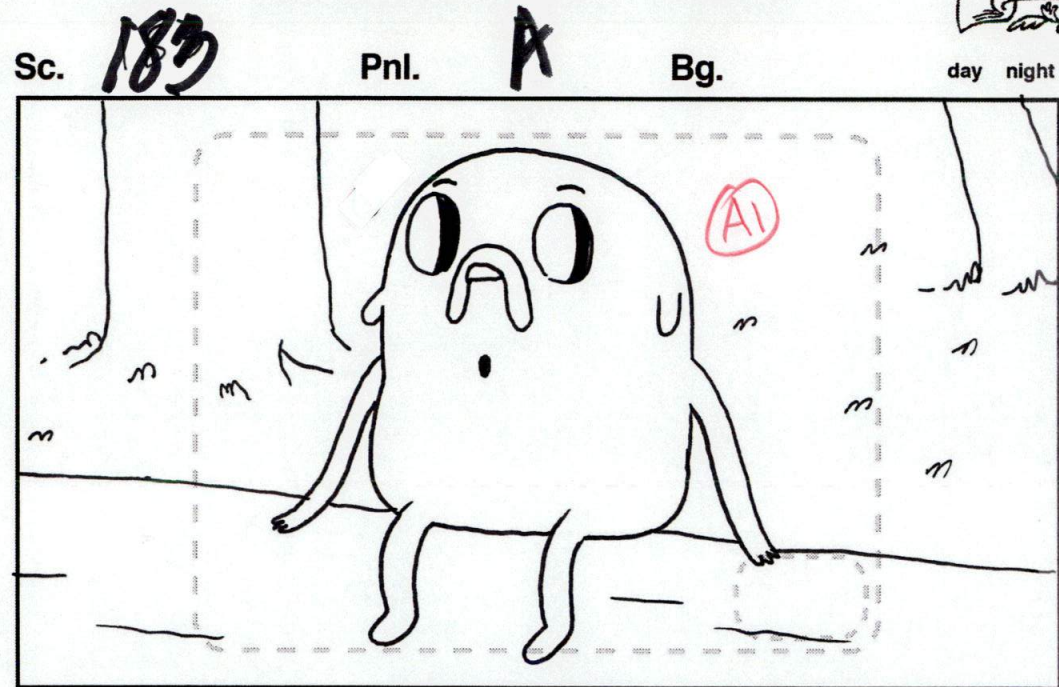
EPISODE #

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Production:

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ADVENTURE TIME



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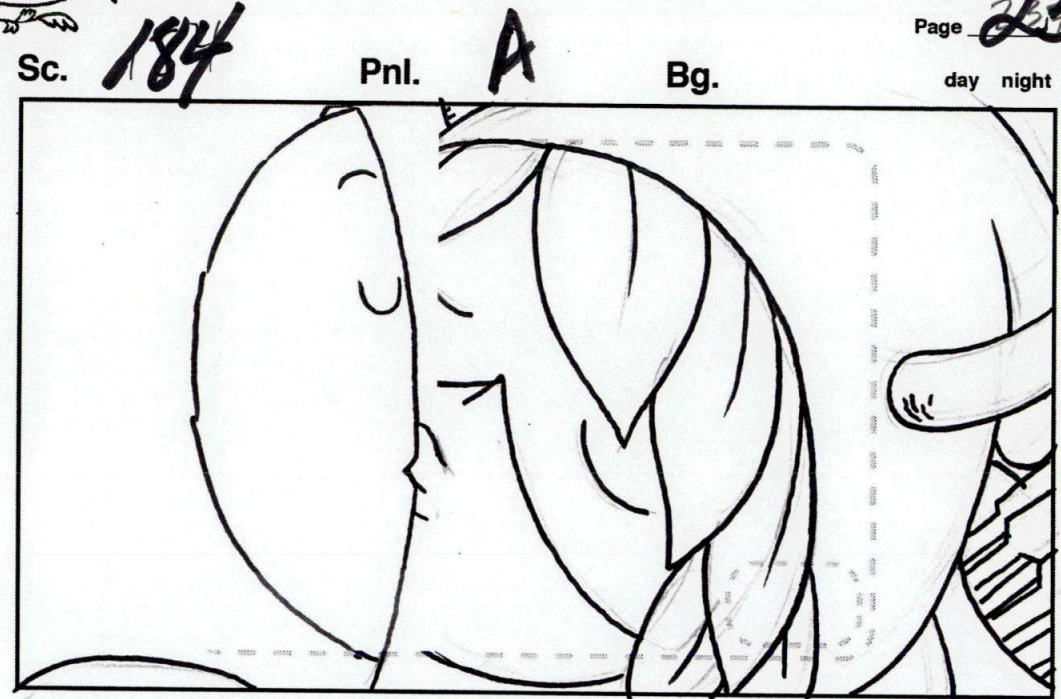
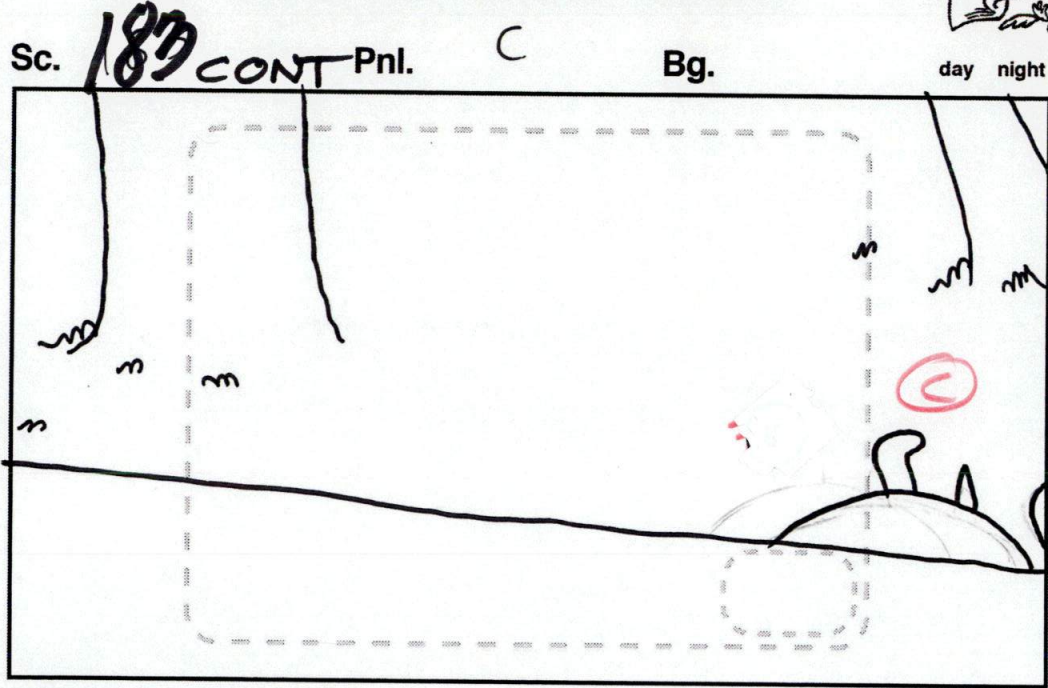
EPISODE #

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Production:

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Dialog:	<p>SFX: WHUMPH</p> <p>AUG 28 2015</p>
Action:	
Timing:	

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1034/231

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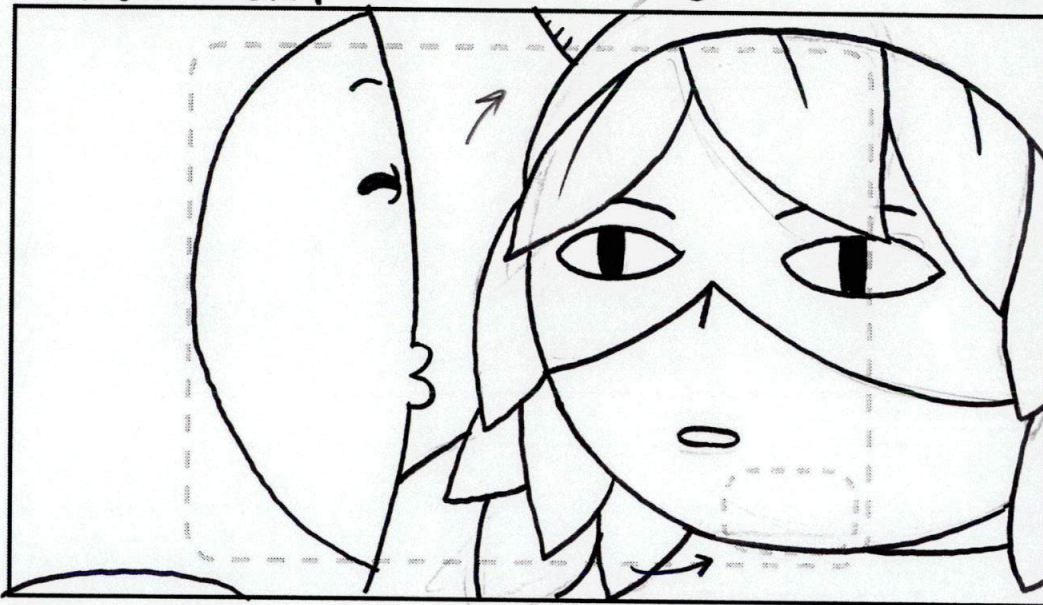
ADVENTURE TIME



Sc. 184 CONT Pnl. B

Bg.

day night



Sc. 184 CONT Pnl. C

Bg.

day night



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Dialog: HW/ my flute spell was for you too.

HW/ You're an exceptional beast and you have great hair.

Action:

Timing:

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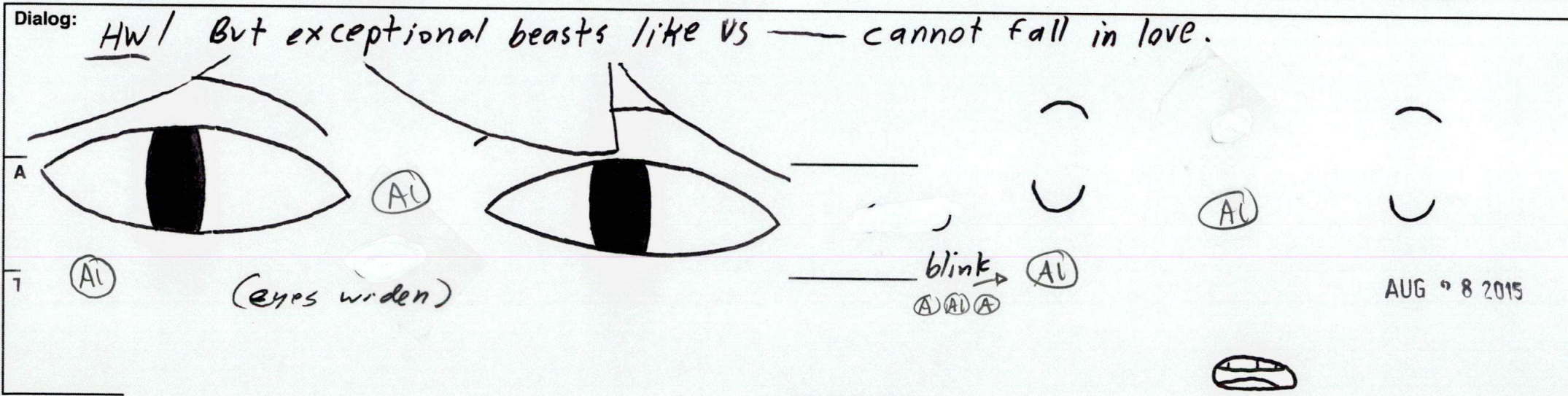
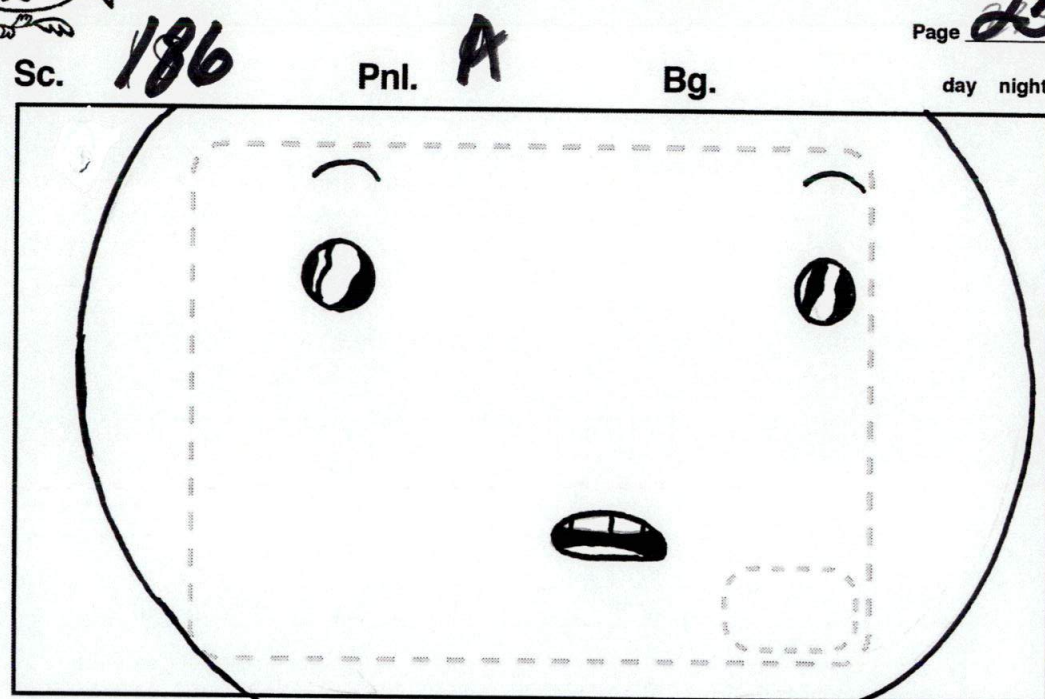
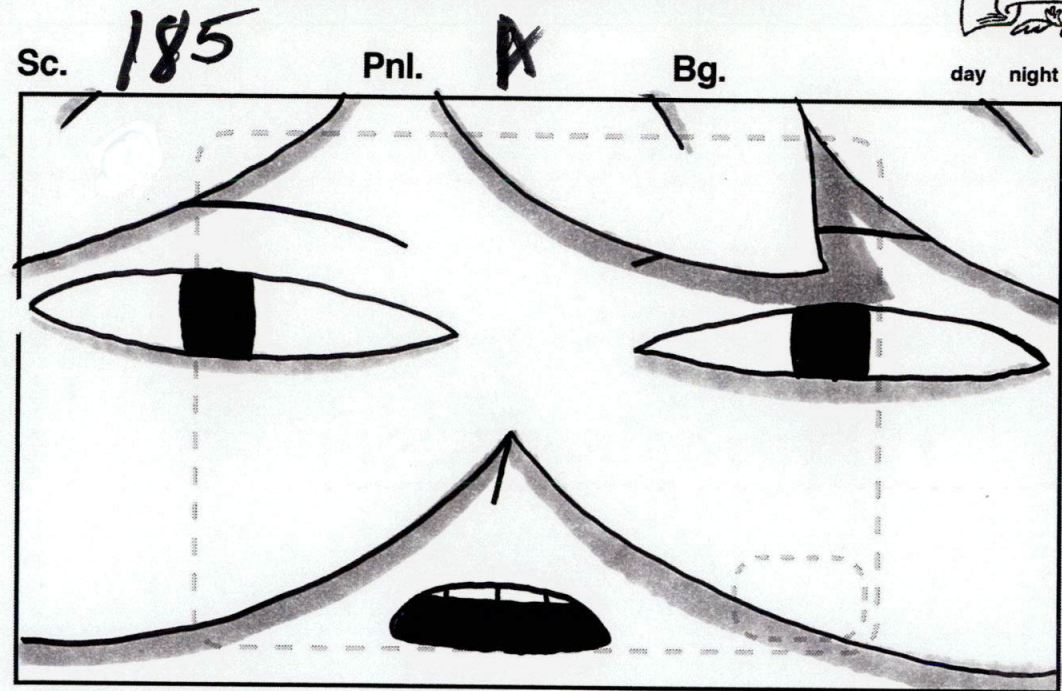
Production:

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ADVENTURE TIME



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day night

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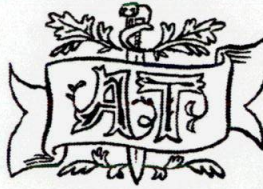
Production:

1034/231

1034/231

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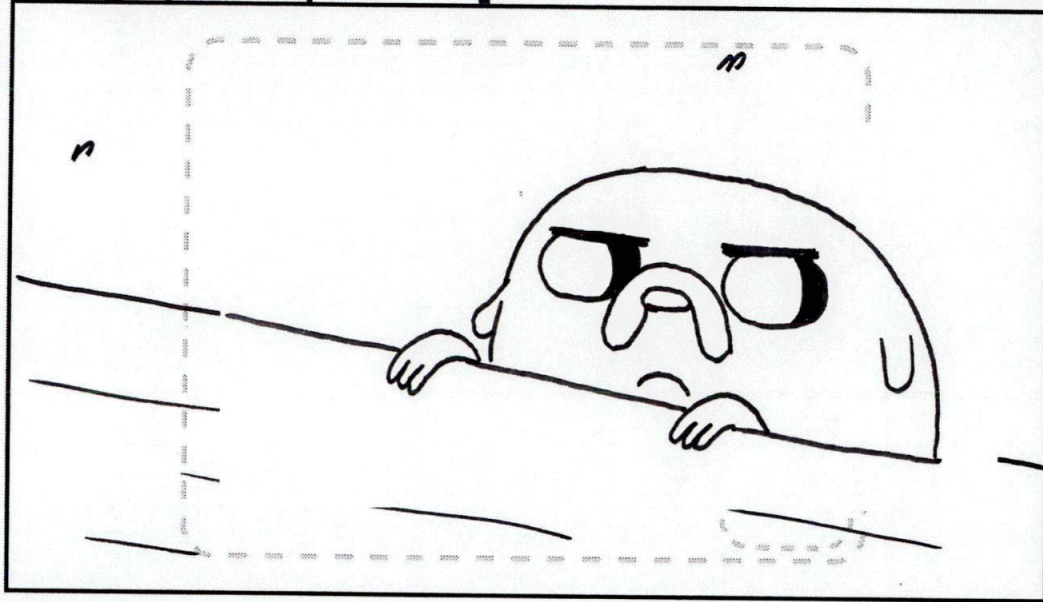
ADVENTURE TIME



Sc. 187 CONT Pnl. A

Bg.

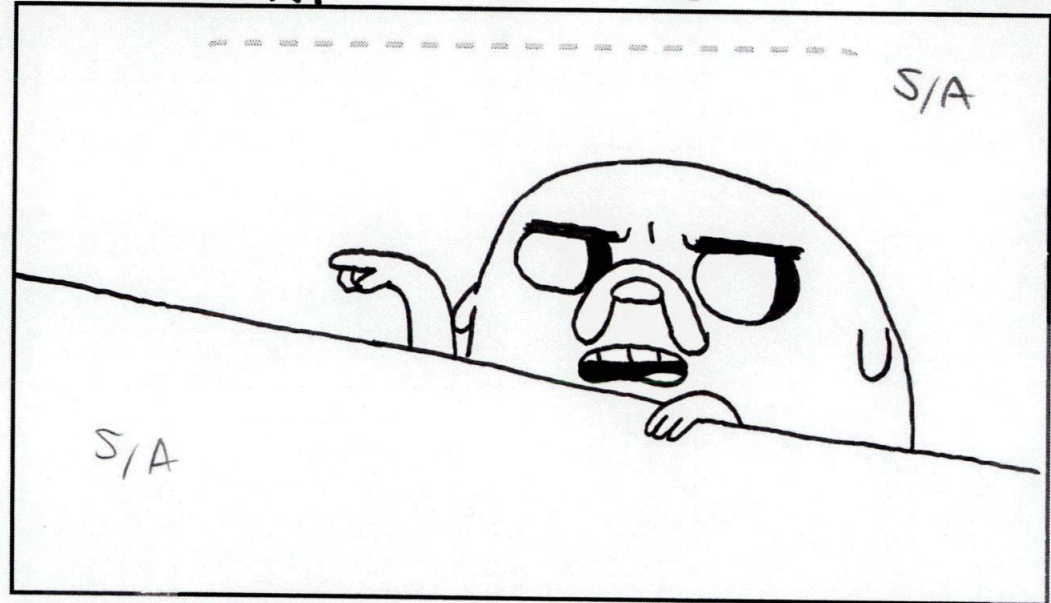
day night



Sc. 187 CONT Pnl. B

Bg.

Page 240
day night



Dialog:

Jake/Uh, That's real-dumb.

Action:

AUG 28 2015

Timing:

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ADVENTURE TIME



Sc. **188**

Pnl. **A**

Bg.

day night



Sc. **188 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Finn / I agree

Action:



Timing:

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Production:

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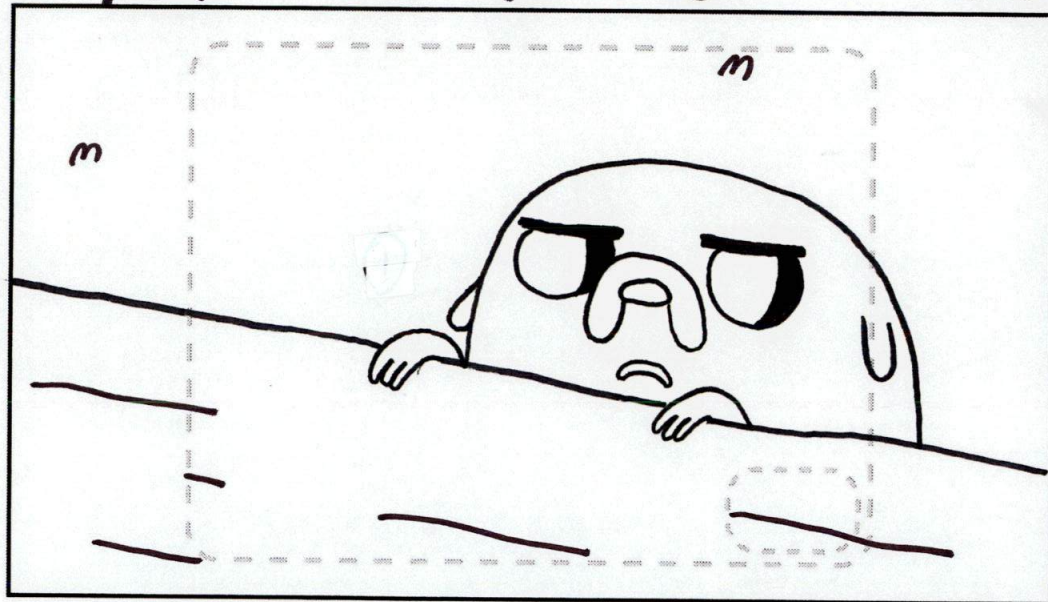
1034/231

ADVENTURE TIME



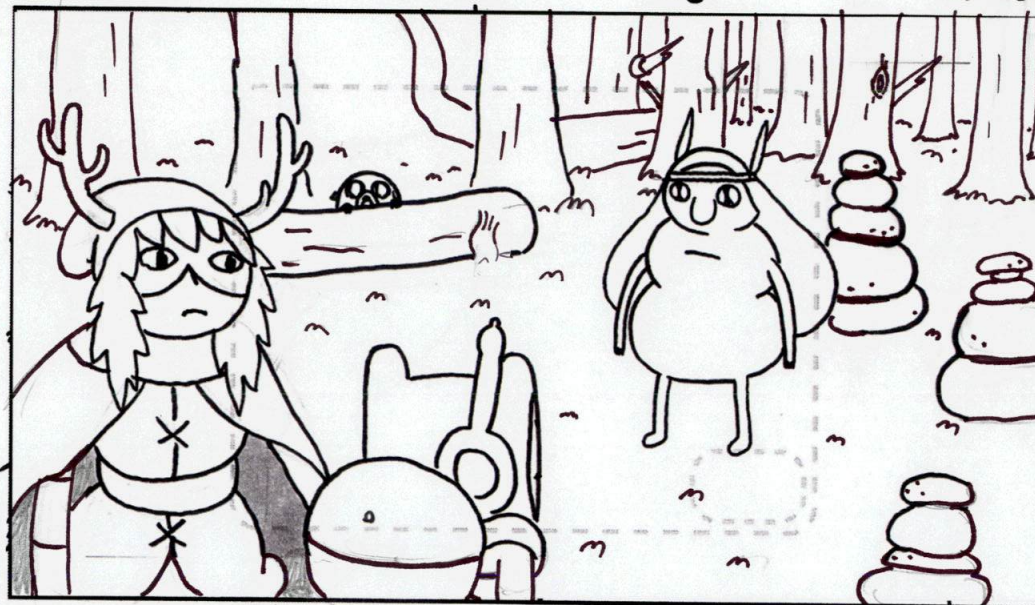
Sc. **189** Pnl. **A** Bg.

day night



Sc. **190** Pnl. **A** Bg.

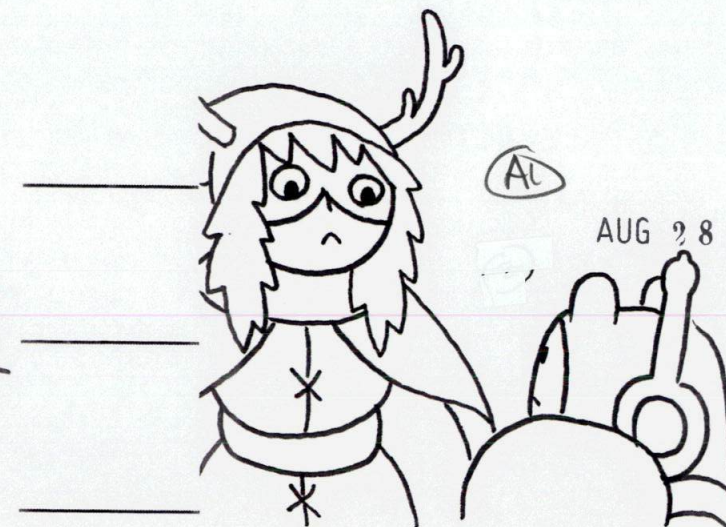
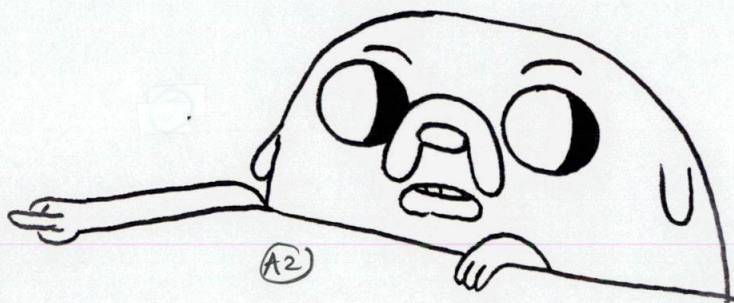
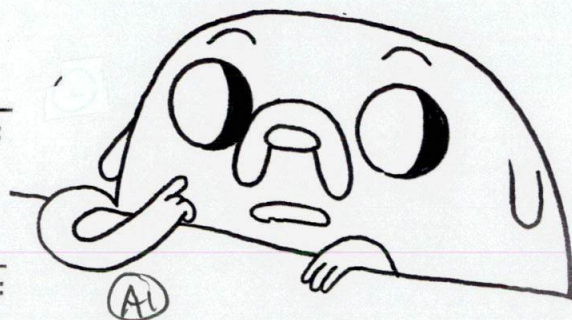
Page **24/2**
day night



Dialog: Jake! ^(A) Wait you agree with ^(A1) me or ^(A2) her?

Action:

Timing:



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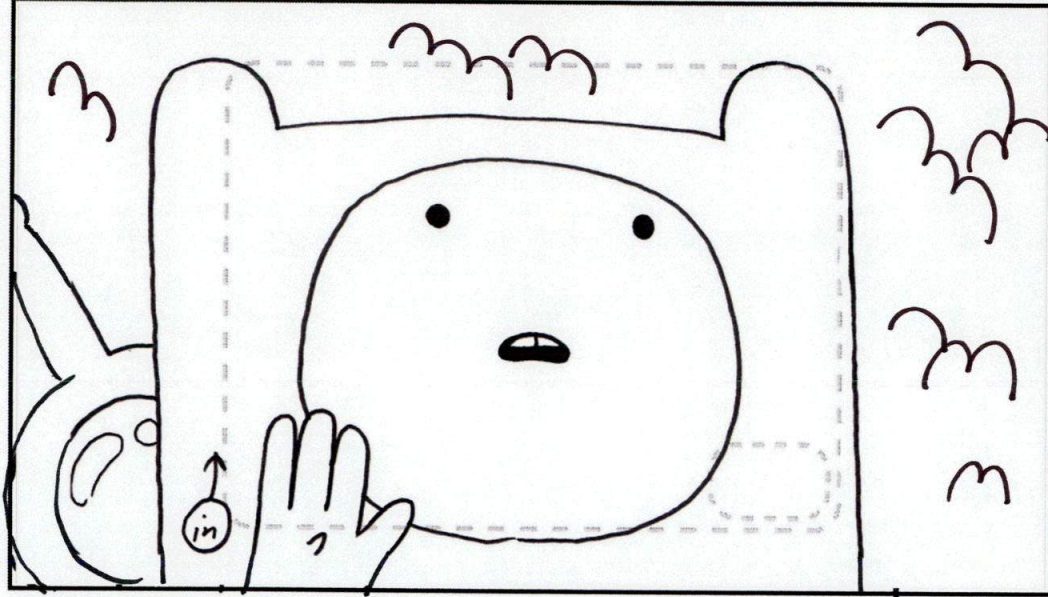


Sc. 191 CONT Pnl.

A

Bg.

day night

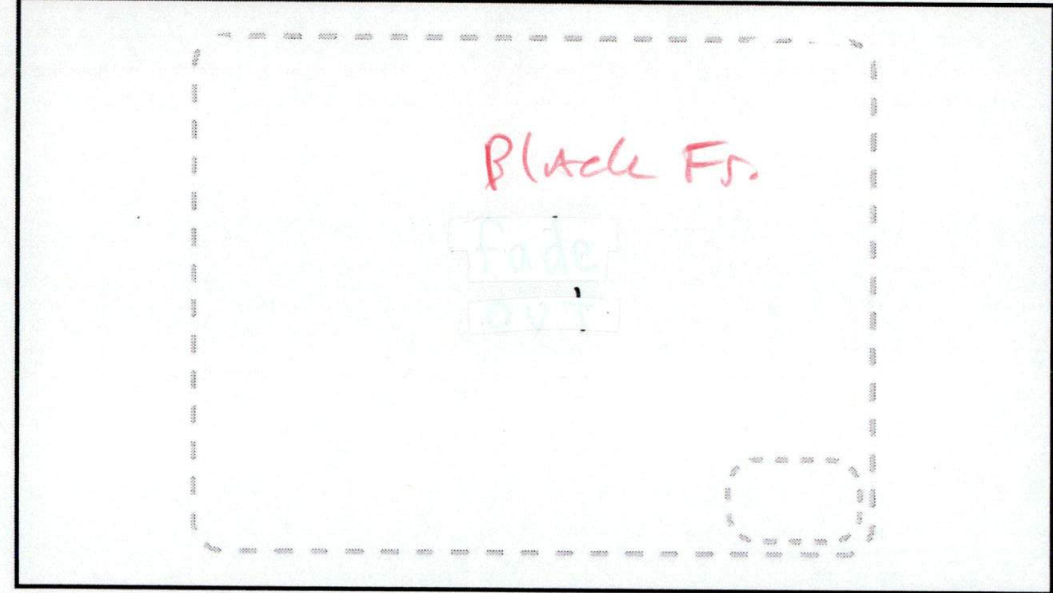


Sc. 191 CONT Pnl.

B

Bg.

day night



Dialog: Finn/ Take it easy Huntress Wizard.

Action:

FADE to
BLACK
FR.

Timing:

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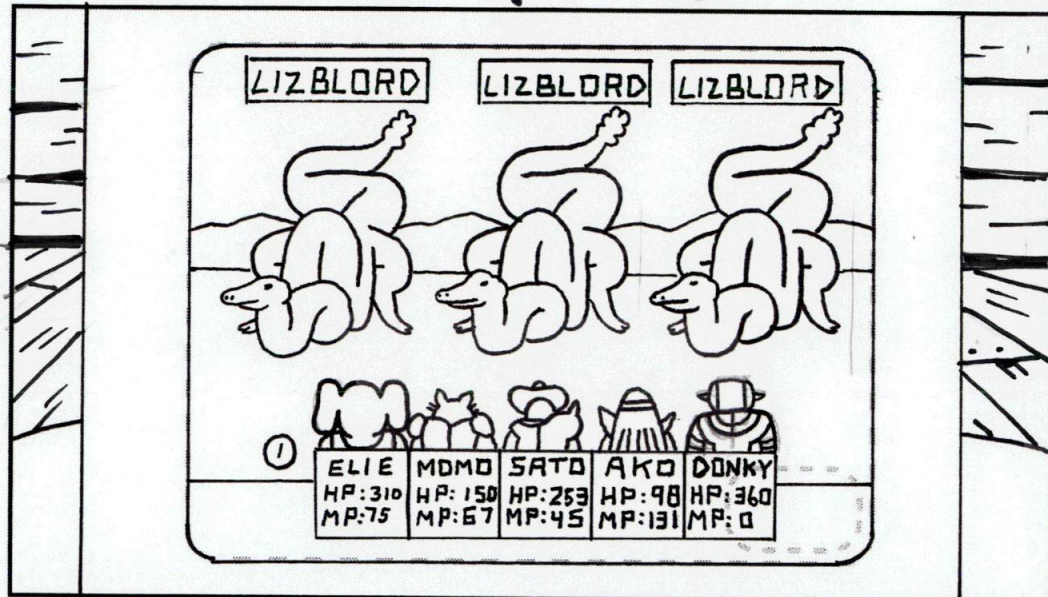
Page 243

ADVENTURE TIME

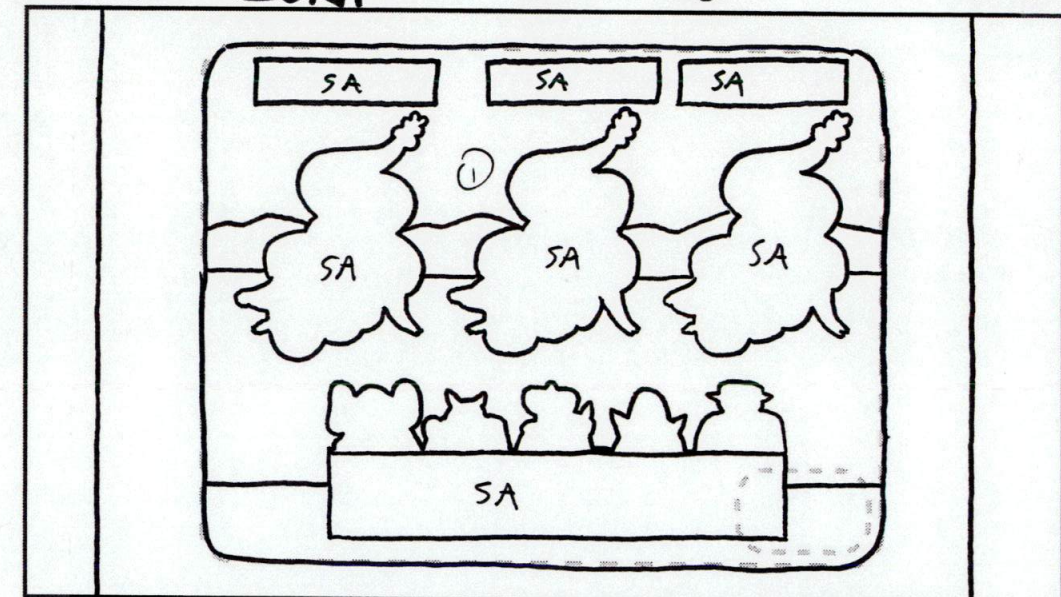


Page **244**

Sc. **192** Pnl. **A** Bg. day night



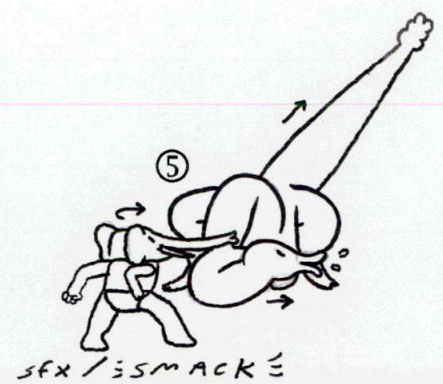
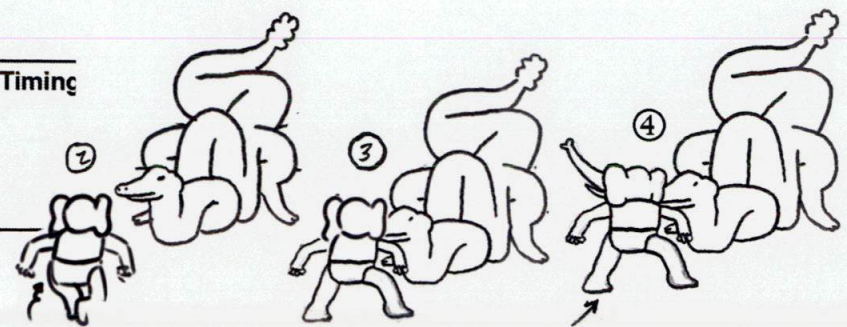
Sc. **192 CONT** Pnl. **B** Bg. day night



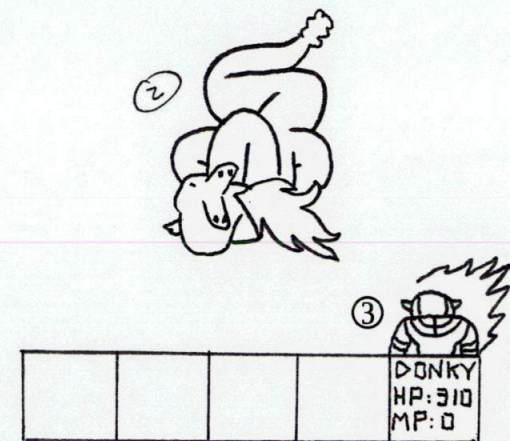
Dialog Finn Man. I can't believe all you can do
(9/5)

Action Elie attacks
Middle Lizbord

Timing



F: (cont) is upgrad your armor in this game.



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ADVENTURE TIME

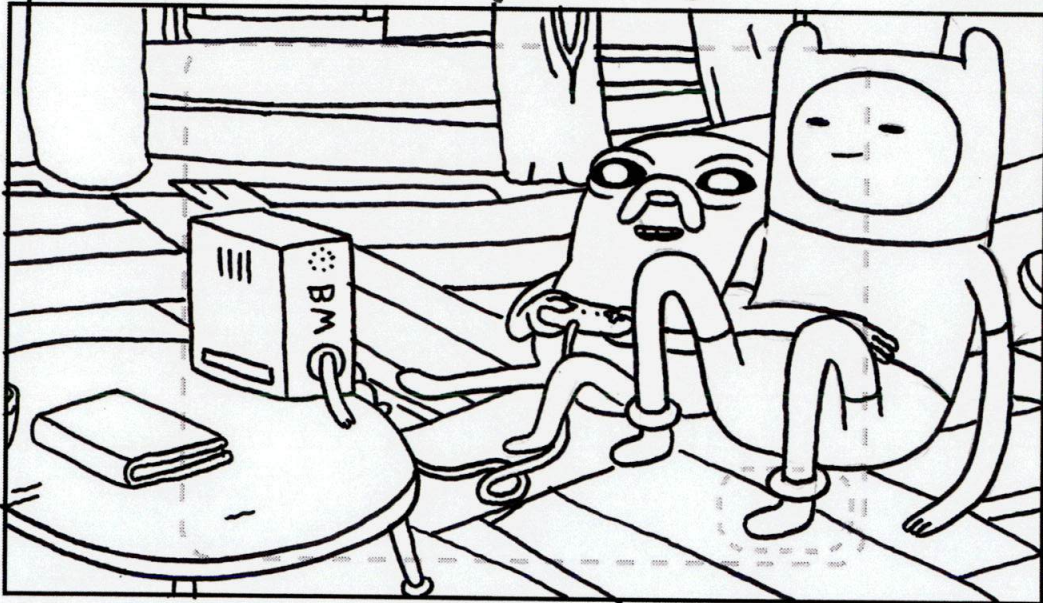


Sc. 193

Pnl. A

Bg.

day night



Dialog:

Jake/ It's all about patience.

Action:

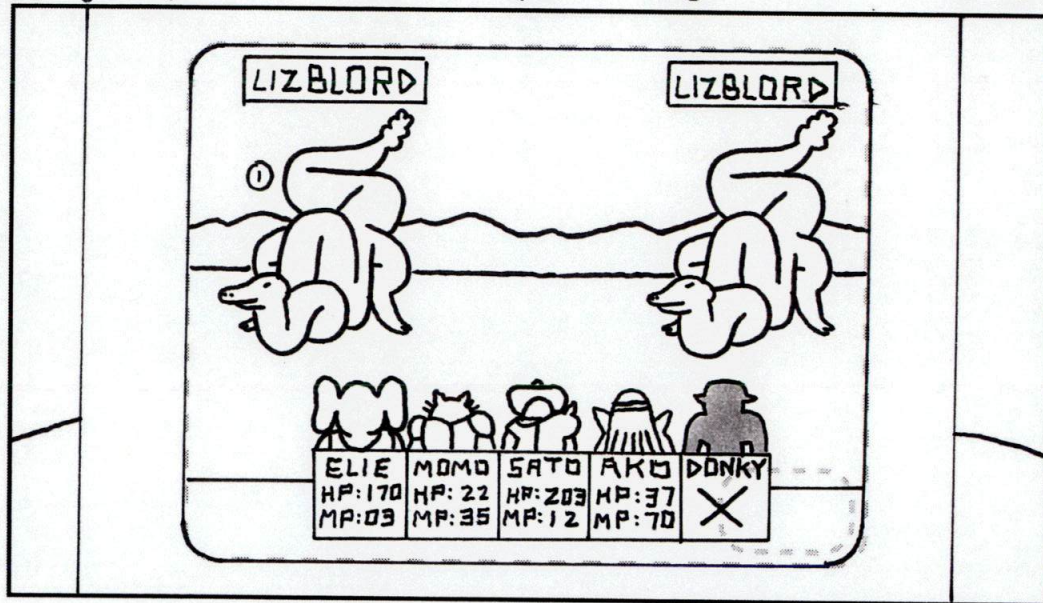
Timing:

Sc. 194

Pnl. A

Bg.

day night



Jake/ and treating each grueling repetitive battle as if it were your first

(8/5)



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Production:

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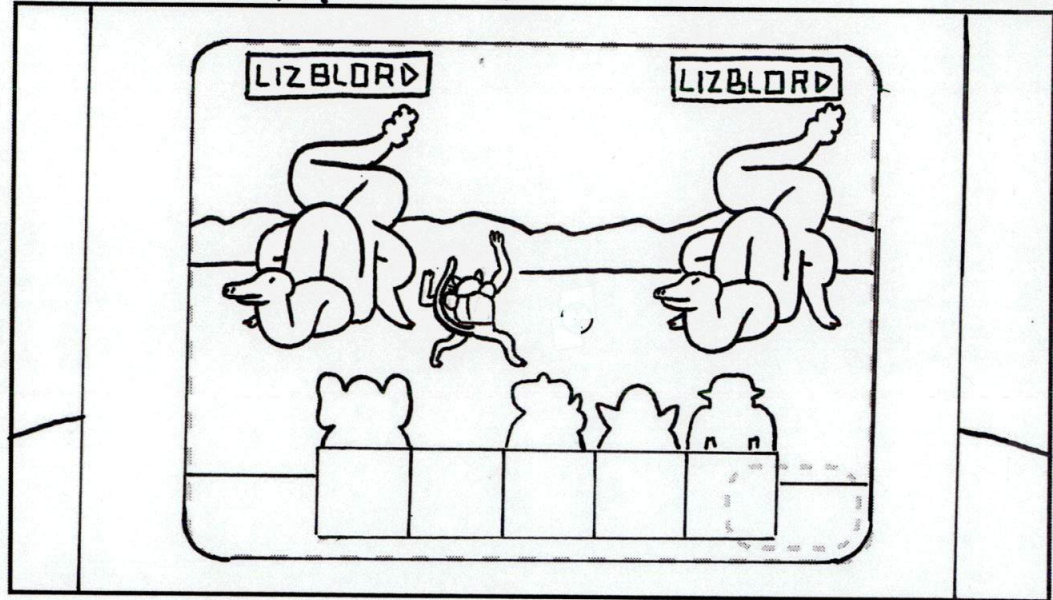
1034/231

1034/231

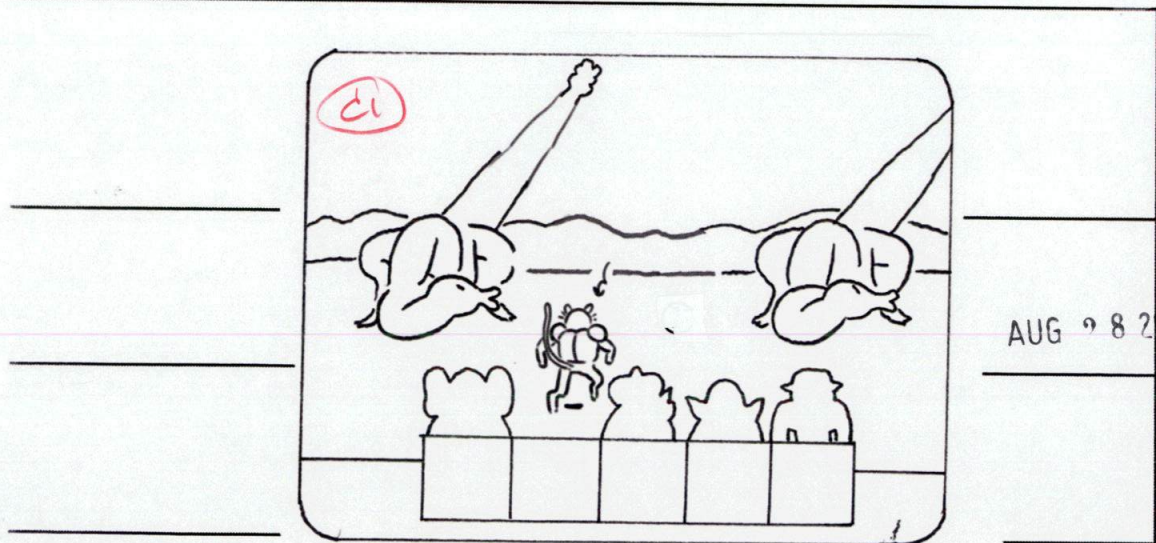
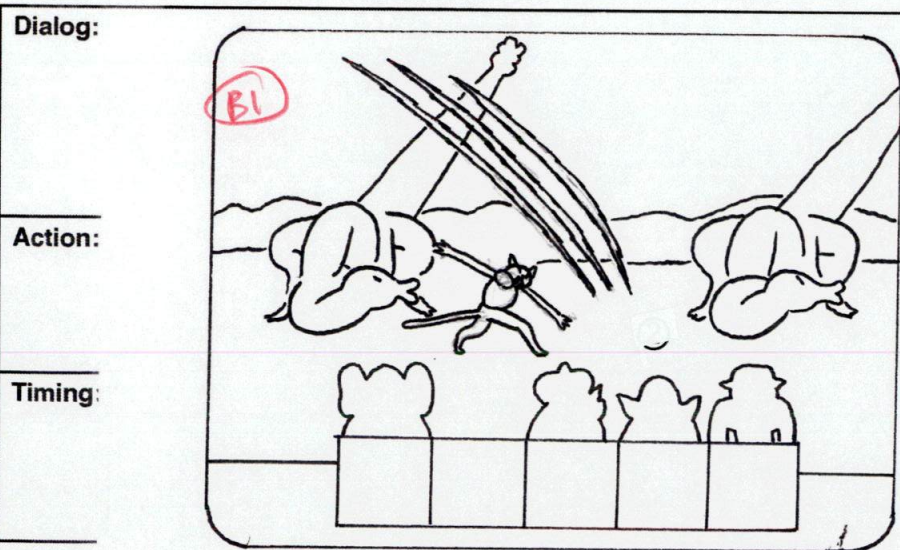
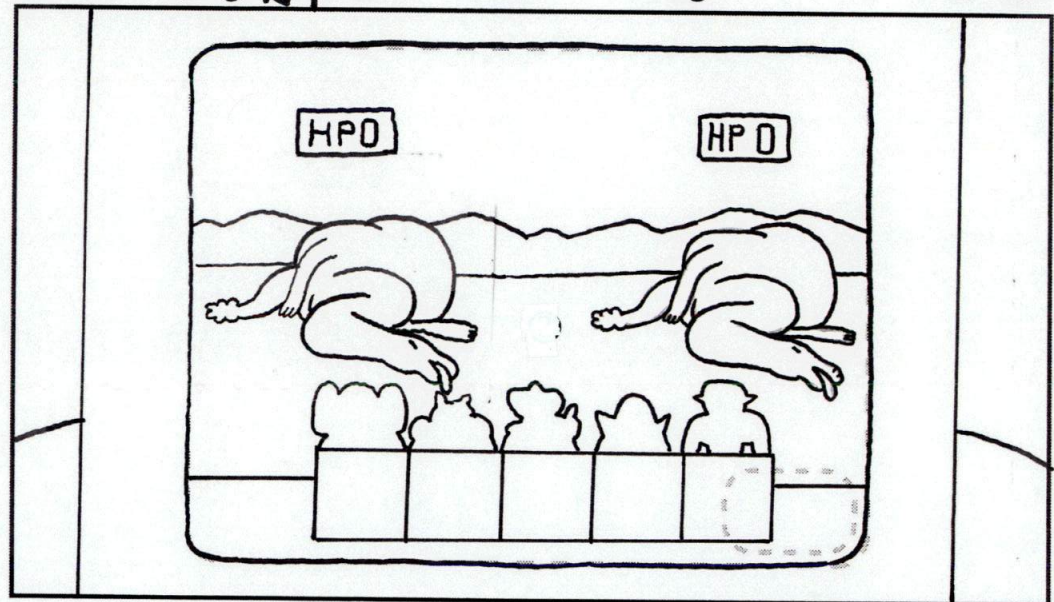
ADVENTURE TIME



Sc. **194** CONT Pnl. **B** Bg. day night



Sc. **194** CONT Pnl. **C** Bg. day night



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Production:

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ADVENTURE TIME



Sc.

194 CONT Pnl.

D

Bg.

day night

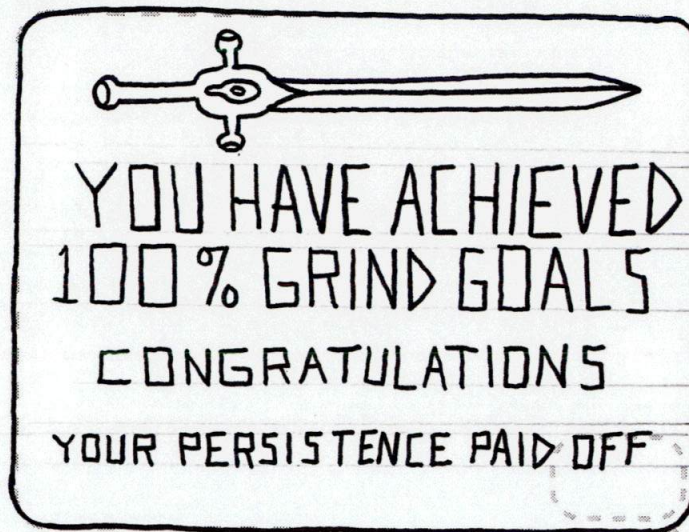
Sc.

194 CONT Pnl.

E

Bg.

Page 247
day night



Dialog:

F / OH SNAP!
(9/5)

Fin! Finally!
(9/5)

Action:

Timing:

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ADVENTURE TIME

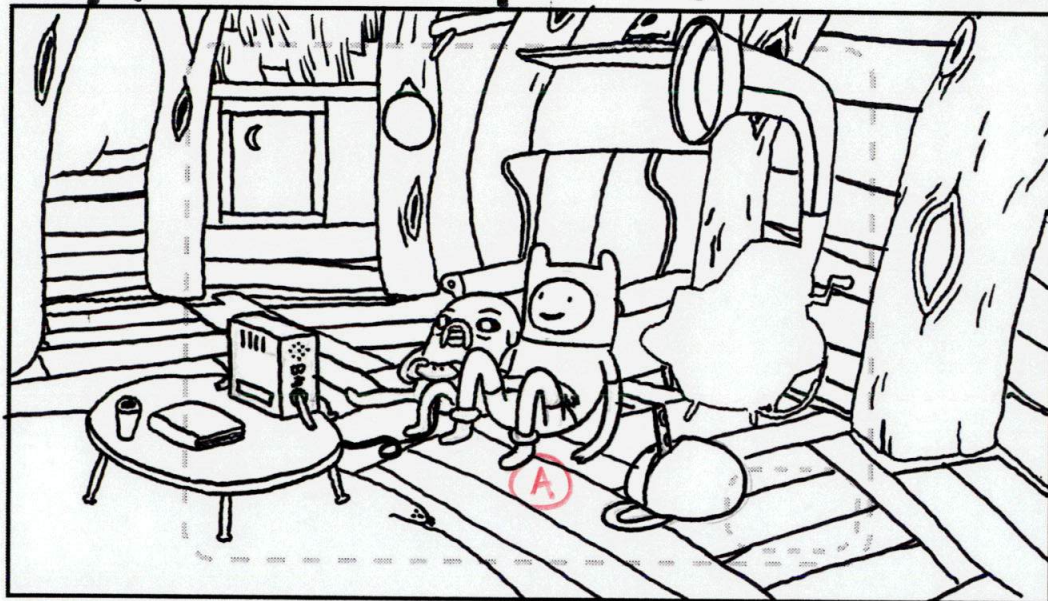


Sc. **195**

Pnl. **A**

Bg.

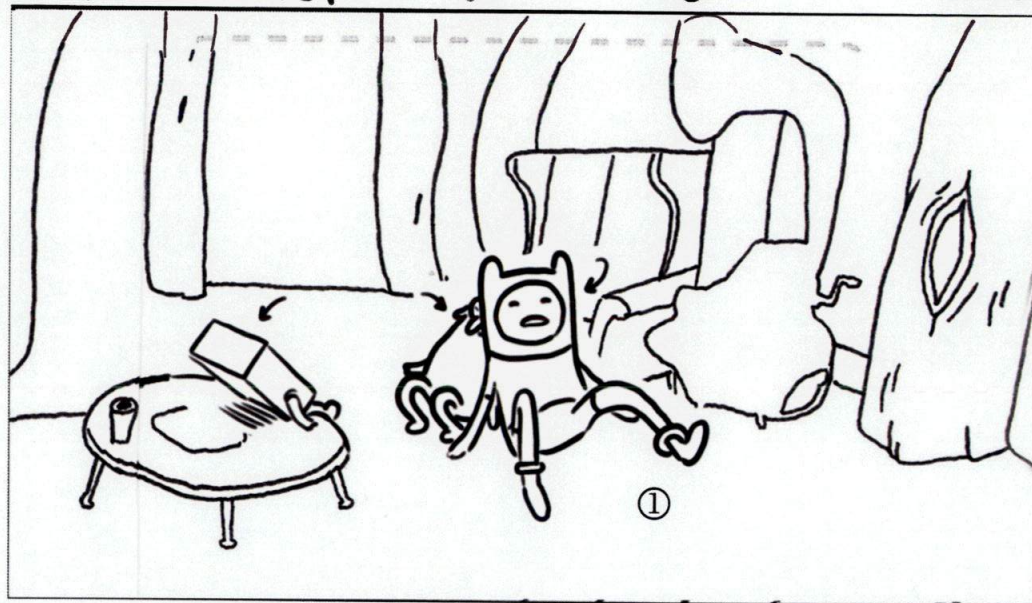
day night



Sc. **195 CONT** Pnl. **B**

Bg.

Page **248**
day night

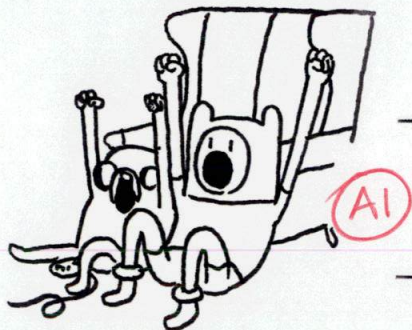


Dialog: **F+J / WOOO!!**

F+J / BLEH

Action:

Timing:



(F+J slump on the floor)

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ADVENTURE TIME

Sc. 196

Pnl. A

Bg.

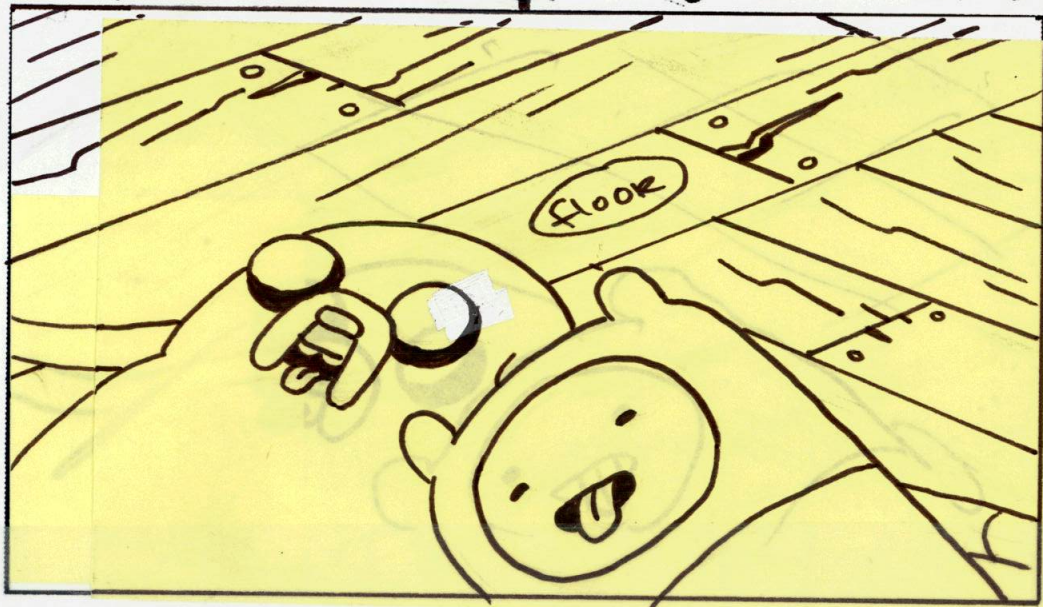


day night

Sc. 196 CONT Pnl. B

Bg.

Page 249
day night



Dialog:

Action:

Timing:

E / What a bad
and boring
game.

It was just what I
needed!

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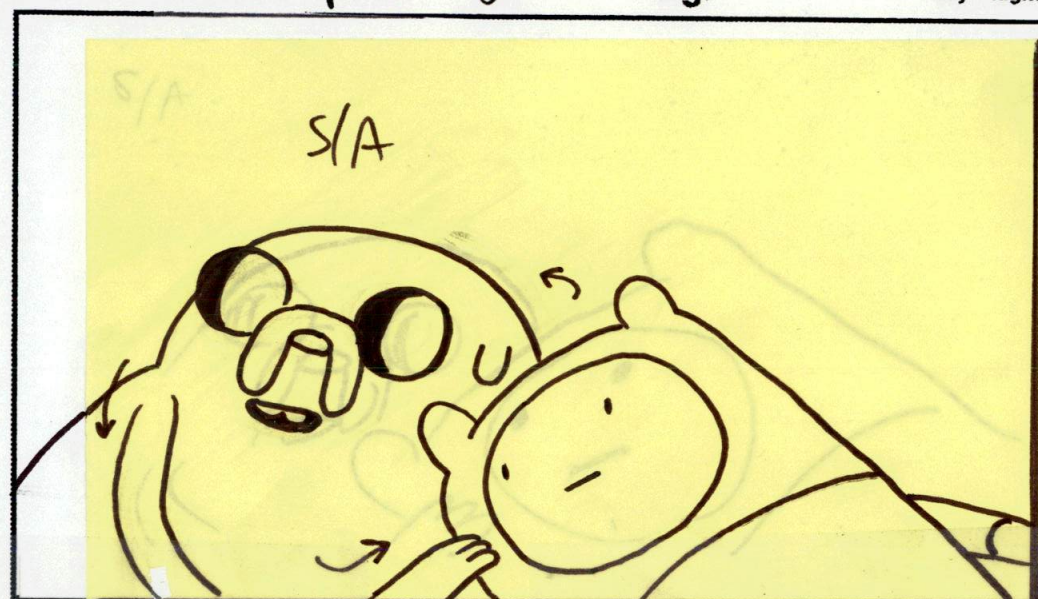


Sc. 196 CONT Pnl. C Bg.

day night

Sc. 196 CONT Pnl. D Bg.

Page 250
NO PG 251
day night



Dialog:

J/ I'm sorry it didn't
work out with
Huntress Wizard, man.

Action:

Timing:

J/ she just needs
time to miss how
cool you are.

AUG 28 2015

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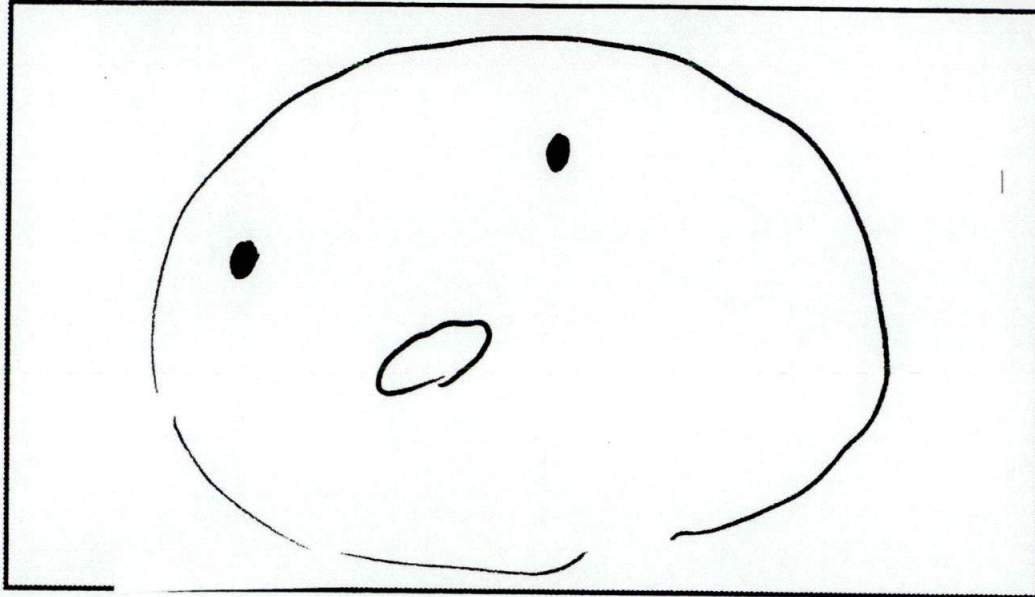
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ADVENTURE TIME



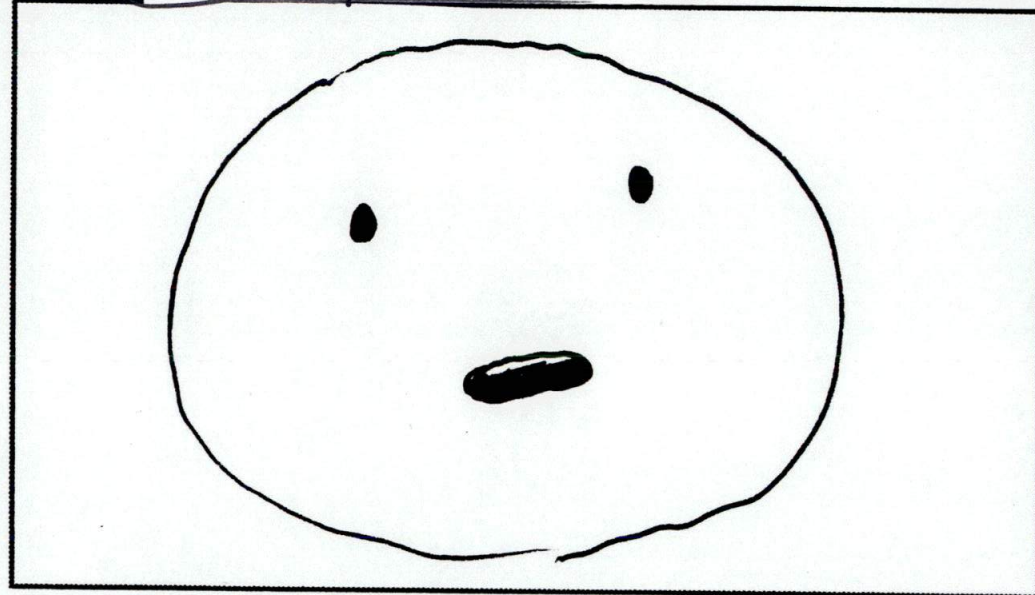
Sc. **197** Pnl. **A** Bg.

day night



Sc. **197 CONT** Pnl. **B** Bg.

Page **252**
day night



Dialog:

F/ Attracting forces
Come and

Action:

F/ go man.

Timing:

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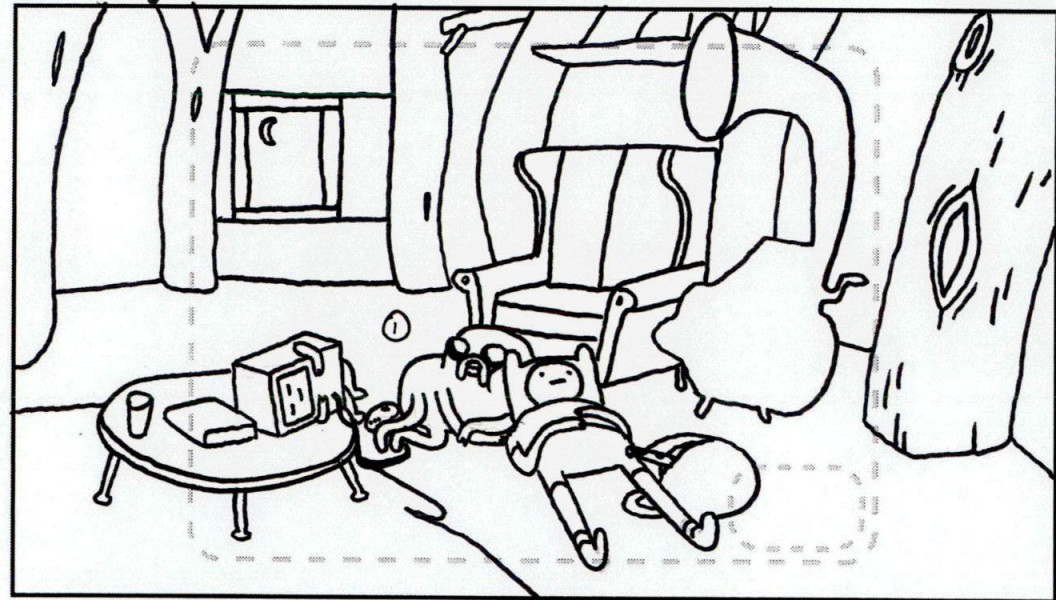
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ADVENTURE TIME

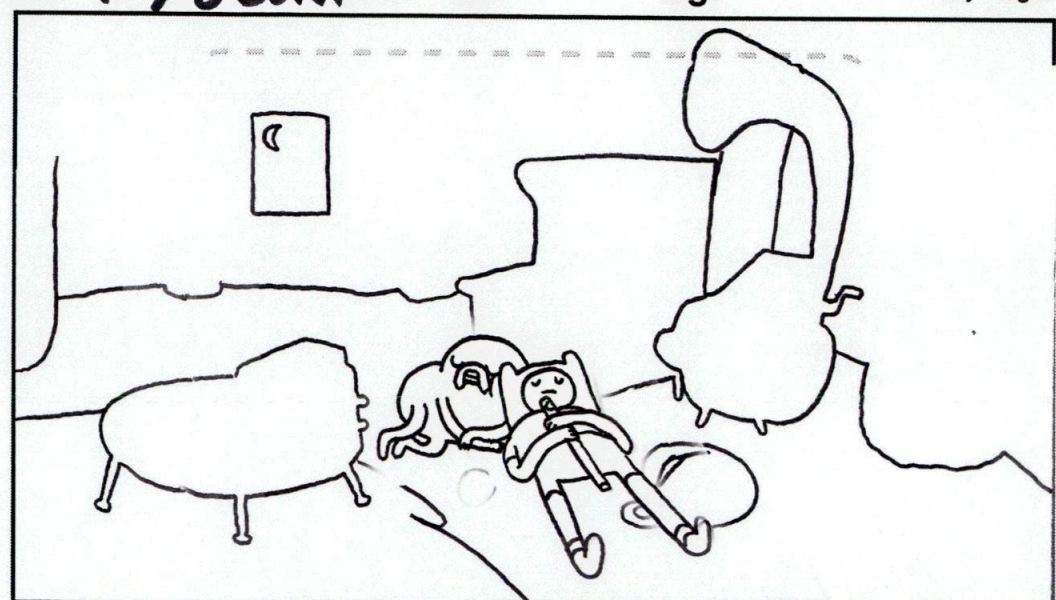


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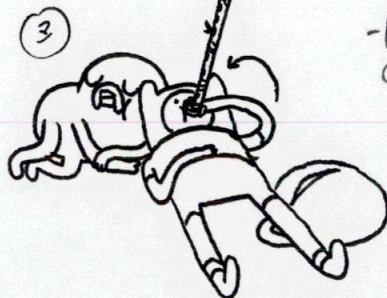
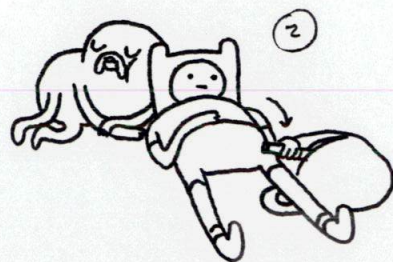
Sc. **198** Pnl. **A** Bg. day night



Sc. **198 CONT** Pnl. **B** Bg. day night



(4) - SFX - Toot =



-J. CLOSSES EYES

-F. BLOWS ON FLUTE

-F. CLOSSES EYES

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